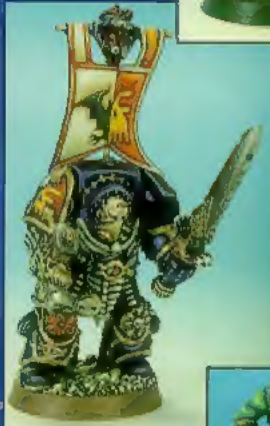
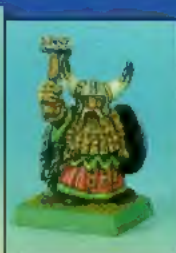
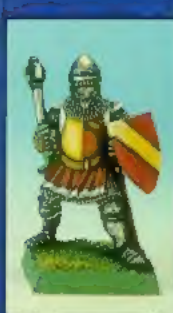


CITADEL MINIATURES



CATALOGUE

CITADEL[®] MINIATURES

CATALOGUE Section One

Compiled by Richard Helliwell and produced by the Games Workshop Design Studio

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GAMES WORKSHOP

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INTRODUCTION

Welcome to the new Citadel Catalogue, a comprehensive listing of Citadel Miniature's range of plastic and metal models.

Citadel Miniatures

Citadel Miniatures manufacture the largest range of metal and plastic gaming miniatures in the world. We make an extensive range of high-quality miniatures and model kits for collectors, modellers and gamers.

What's more, everybody involved with the design of one of our new miniatures is a keen gamer – from the person who develops the initial concept, through the designer of the original model to the guy who does the final casting in white metal. Citadel Miniature are made by gamers for gamers. Along every step of the way, the miniatures are carefully examined to make sure that they are as good as we can make them.

But, up until now, there was no way to tell exactly what we made. The Citadel Catalogue is designed to change that. The two volumes you hold in your hands are the product of months and months of hard work. Now, for the first time, nearly all of our available miniatures have been compiled together into one place.

We have split the catalogue into two sections for a couple of reasons. The first is that by making the catalogue two volumes, we could separate the Warhammer 40,000 and Warhammer Fantasy miniatures. That way it will be even easier to find the model you want.

Second, at nearly 360 pages the Citadel Catalogue would be so huge if it were one book, that it would push the limits of the binding processes that our printers use. The weight of the pages alone would mean that heavy use would tend to weaken the book's spine and would cause the pages to drop out. As the catalogue will be referred to constantly, and take much more wear and tear than a normal book, we decided to split it into two sections to make it as durable as the printing and binding process allows.



Updating The Catalogue

Of course, while the catalogue was up-to-date when it went to be printed, this won't remain true for very long! As our designers are creating new miniatures at the rate of 3 or 4 a day the Citadel Catalogue will never be fully complete.

Therefore, new catalogue pages will appear each month in White Dwarf magazine, along with articles on collecting, painting, modelling and gaming with Citadel Miniatures. If you keep your catalogue in a box file as we suggest, you can then add the new pages to your collection as they are appear in White Dwarf and keep them ready to hand. White Dwarf is available at all Games Workshop stores, from hobby shops and all good newsagents.

As a reference source for Citadel Miniatures the catalogue does everything we wanted – every single miniature is presented in all its glory. As a source to choose your wargame army, you'll find the catalogue is unparalleled.

As the catalogue contains an example of nearly every single model that we make, it is an invaluable aid to anyone who collects Citadel Miniatures. With it you can plan your purchases, and find exactly the right model for your army.

How the Citadel Catalogue Works

To make it easy to find what you require, the Catalogue has been split up into two volumes: Warhammer 40,000 miniatures and Games Workshop Games are in the first volume, and Warhammer Fantasy Miniatures are in the second. Within these sections, the models or games are further split up into product and range. The Space Orks range, for instance, is a complete set of pages within the Warhammer 40,000 section, while all of the models for Mighty Empires are collected together in the Warhammer Fantasy section.

Each model within a range is illustrated at actual size (unless otherwise noted), so you can see exactly what the model looks like before you buy. Where appropriate, each model has been shown on a plastic slottabase of the correct size for use in our games. When you buy a model you'll automatically get the correct size slottabase you need.

Many of our models now come with separate arms and weapons. Where possible we've illustrated these on the same page, or given examples of the completed models. The plastic arm and weapons which we haven't had room to show on the model's page, but that we have referred to in the model's description, are shown on page 112. The correct sprues will be included automatically when you buy the model.

Some of our more complicated models are made of a large number of pieces. So that you can see exactly what you get with these models, we have illustrated each component separately as well as showing the completed model. We have also included construction diagrams where it isn't obvious how the models go together.

Note that our complicated multi-part models are intended for enthusiasts and you really do require a moderate level of skill to assemble them. They can certainly prove too difficult for young or inexperienced modellers. Please do not order if you are uncertain of your skill!

How to Buy Citadel Miniatures

All of the models illustrated in the Catalogue are readily available throughout Games Workshop stores and good hobby shops.

The best way to buy Citadel Miniatures is to go to a Games Workshop or other hobby store and look at the racks of miniatures. That way you'll be able to examine the models closely and at first hand. Games Workshop staff, who are all gamers and collectors like you, will be more than happy to help you choose exactly which miniatures you require, or offer advice on how to prepare and paint your models.

Every Games Workshop Store has a wide selection of painted models, and runs regular painting and modelling sessions for both beginners and experts.

A Final Word

We've spent a very long time putting the catalogue together. At times we thought we'd never get it finished. Many months of hard work have gone into what we believe is the definitive collection of gaming miniatures in the world.

We're sure that the Citadel Catalogue will be an invaluable guide to every single Warhammer gamer, collector and modeller. We hope you agree.

IMPORTANT

Citadel Miniatures are intended for collectors, modellers and gamers.

THEY ARE NOT TOYS.

Our metal models contain lead which can be harmful if ingested, but there is no real danger if you are sensible. Please follow these simple instructions:

- Please do not put them in your mouth or lick them.
- Do not buy them for or give them to small children.

Our miniatures should never be given to children under 14, nor to older children who you cannot trust not to suck them.

Citadel Miniatures are supplied unpainted and without banners. For painting your miniatures we recommend you use Citadel paints and brushes. Where our models require construction, we recommend you use Citadel Polystyrene Cement and Citadel Superglue. For Citadel paints, brushes and glues see page 156.

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MARINE COMMANDERS

THE COMPLETE LEMAN RUSS MODEL CONSISTS OF:
 1 x BACK WOLF SKIN CLOAK
 1 x BANNER POLE
 1 x LEMAN RUSS
 1 x FREKI
 1 x GERI

IMPERIAL COMMANDERS

Designed by Michael Perry with the Citadel Miniatures Design Team



LEMAN RUSS
(SPACE WOLF COMMANDER)



FREKI
070121/5



GERI
070121/4



BANNER POLE
070121/3



LEMAN RUSS
070121/1



BACK PACK WOLF
SKIN CLOAK
070121/2

THE COMPLETE LORD MACRAGGE MODEL CONSISTS OF:
 1 x BOLTER ON STAND
 1 x LORD MACRAGGE
 1 x SPACE MARINE HONOUR GUARD
 1 x CLOAK AND HELMET ON STAND
 1 x THRONE

THE SPACE MARINE HONOUR GUARD MODEL IS SUPPLIED WITH A SPACE MARINE BACK PACK AND BANNER SPRUE AS STANDARD



LORD MACRAGGE
(ULTRA MARINE COMMANDER)



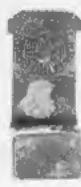
SPACE MARINE
HONOUR GUARD
070121/53



LORD MACRAGGE
070121/54



CLOAK AND HELMET
ON STAND
070121/52



THRONE
070121/55



BOLTER ON
STAND
070121/56

THE COMPLETE SPACE MARINE CAPTAIN MODELS CONSIST OF:
 1 x CAPTAIN
 1 x BACK PACK CLOAK

CAPTAINS

Designed by Jes Goodwin



SPACE WOLF CAPTAIN
070268/4



DARK ANGEL CAPTAIN
070268/5



ULTRA MARINE CAPTAIN
070268/6



BACK PACK CLOAK
070268/7



SPACE MARINE CAPTAIN
WITH TERMINATOR HONOURS
070268/1



BLOOD ANGEL CAPTAIN
070268/3



VETERAN CAPTAIN
070268/2

ALL THESE SPACE MARINE CAPTAINS ARE SHOWN WITH THE COMBINATION BACK PACK CLOAK

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SPACE MARINE ARMOUR VARIANTS

Designed by Jas Goodwin with the Citadel Design Team



THUNDER ARMOUR
(SPACE MARINE MARK 1)
0702709



CRUSADE ARMOUR
(SPACE MARINE MARK 2)
0702708



IRON ARMOUR
(SPACE MARINE MARK 3)
07027010



IMPERIAL MAXIMUS ARMOUR
(SPACE MARINE MARK 4)
07027011



HERESY ARMOUR
(SPACE MARINE MARK 5)
0702707



CORVUS ARMOUR 1
(SPACE MARINE MARK 6)
0702706



CORVUS ARMOUR 2
(SPACE MARINE MARK 6)
0702703



ERRANT ARMOUR (SPACE MARINE MARK 8)
0703801
THIS MODEL IS SUPPLIED WITH A SPACE MARINE
BOLTER AND BACK PACK SPRUE AS STANDARD



ARTIFCER ARMOUR 1
0702704



ARTIFCER ARMOUR 2
0702705



ARTIFCER ARMOUR 3
0702701



ARTIFCER ARMOUR 4
0702702

In the last 5000 years the design of Space Marine armour has evolved through many stages, from Mark 1 to the Mark 8. Many Chapters still use all the different types, with the early models regarded as the Chapters Heirlooms. These early armours, once worn by the Chapter's greatest heroes, have been embellished by the Chaplains Artificers, who create the Chapters equipment and honour badges. The following pages show Space Marines in one or other of the variant types of Armour

ALL OF THE ABOVE MODELS ARE SUPPLIED WITH A SPACE MARINE BACK PACK AND BANNER SPRUE AS STANDARD

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SPACE MARINES



CHAPLAIN WITH
POWER SWORD
07013360



CHAPLAIN WITH CROZIUS
AND BOLTER
07013359



CHAPLAIN WITH
CROZIUS
07013361



CHAPLAIN WITH
CHAINSWORD
07013367



CHAPLAIN WITH
PLASMA PISTOL
07013362



CHAPLAIN WITH
COMBI-WEAPON
07013358



TECH MARINE
WITH TOOL BOX
07013374



TECH MARINE WITH
POWERDRIVER
07013373



TECH MARINE WITH
BOLT PISTOL
07013370



TECH MARINE WITH
BLOW TORCH
07013368



TECH MARINE
WITH WRENCH
07013372



TECH MARINE WITH
ADJUSTABLE WRENCH
07013371



MEDIC WITH
BOLT PISTOL
07013365



MEDIC WITH
HAND FLAMER
07013367



MEDIC WITH
BOLTER 1
07013364



MEDIC WITH
PLASMA PISTOL
07013366



MEDIC WITH
BOLTER 2
07013363



MEDIC WITH
CARNIFEX
07013368



WOUNDED 1
070106-12A



WOUNDED 2
070106-12B

ALL OF THE ABOVE MODELS ARE SUPPLIED WITH A SPACE MARINE
BACK PACK AND BANNER SPRUE AS STANDARD

Designed by the Citadel Design Team

SPACE MARINES



**POWER GLOVE
AND BOLTER**
070145/3



PLASMA GUN 1
070145/16



BOLTER 1
070145/14



**HOODED TABARD
AND POWER SWORD**
070145/17



**TERMINATOR HONOURS
AND BOLTER 1**
070145/6



**TERMINATOR HONOURS
AND POWER GLOVE**
070145/4



**TERMINATOR HONOURS
AND BOLTER 2**
070145/5



CHAIN SWORD 1
070119/22



LIBRARIAN AND TOME
070145/8



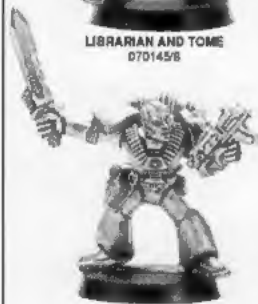
LIBRARIAN AND SCROLL
070145/7



**LIBRARIAN AND 2 HANDED
FORCE SWORD**
070145/9



**BIOME EYE
AND BOLT PISTOL**
070119/26



CAPTAIN
070145/10



LIEUTENANT COMMANDER
070145/11



LIEUTENANT
070145/12



BOLT PISTOL
070119/24



**POWER SWORD
AND BOLT PISTOL**
070119/23



POWER SWORD
070119/26



**CHAIN SWORD
AND BOLTER**
070119/29

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Designed by the Citadel Design Team with Aly Morrison

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SPACE MARINES



LAS CANNON 1
07012143



BOLTER 2
07012139



BOLT PISTOL AND
CHAIN SWORD
07012138



LAS CANNON 2
07012137



BOLTER 3
07012144



BOLTER 4
07012141



BOLTER 5
07012142



BIONIC EYE
AND POWER GLOVE
07012140



HAND FLAMER AND
HEAVY PLASMA GUN
07012115



BOLTER 6
07012149



PLASMA GUN 2
07012150



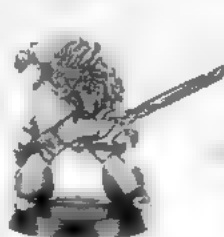
BOLTER 7
07012145



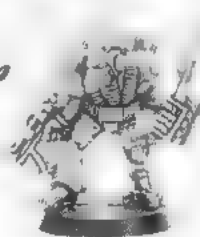
POWER AXE 1
07011932



POWER GLOVE
AND BOLT PISTOL
07011933



CHAIN SWORD 2
07011936



POWER SWORD
AND BOLTER
07011931



BOLTER 8
0701192



POWER GLOVE
07011920



POWER AXE 2
07011934



BIONIC ARM AND
CHAIN SWORD
07011935

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Designed by Aly Morrison with the Citadel Design Team

SPACE MARINES



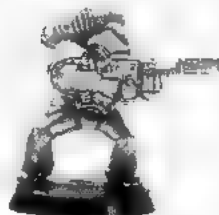
BOLTEx 9
070 065



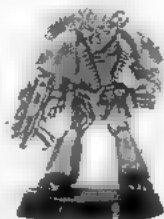
BOLTEx 10
0701062



BOLTEx 11
07010610



MELTA GUN
07010617



BOLTEx 12
070 067



**BOLTEx AND
BOLTEx**
070 066



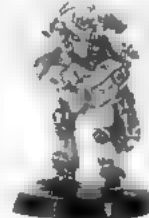
**BIOMIC EYES
AND BOLTEx**
0701064



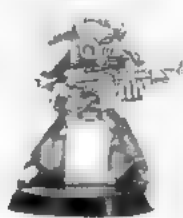
BOLTEx 13
0701063



CATAPULT
07010618



SENSOR
0701452



AUTOGUN
07010616



NEEDLE GUN
07010615



PLASMA GUN 3
07010614



BOLTEx 14
0701068



POWER GLOVES
07014515



**BOLTEx AND
FACE MASK**
07010611



**BIOMIC EYE
AND ARM**
07011927



BOLT PISTOL
070 1928



**POWER SWORD
AND SENSOR 1**
070 930



**HAND FLAMER
AND BOLT PISTOL**
070 939

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Designed by Aly Morrison with the Citadel Design Team

ALL OF THE ABOVE MODELS ARE SUPPLIED WITH A SPACE MARINE BACK PACK AND BANNER SPRUE AS STANDARD

SPACE MARINE HEAVY WEAPONS

ALL OF THESE MODELS ARE SUPPLIED WITH A SPACE MARINE BACK PACK AND BANNER SPRUE AS STANDARD

Designed by the Citadel Design Team with Aiy Morrison



SPACE MARINE ARMED WITH MULTI MELTA AND BOLT PISTOL
07012147



WITH HEAVY BOLTER
07012148



SPACE MARINE ARMED WITH MULTI MELTA
07012146



TRIPOD MOUNTED MULTI MELTA
072 2927

MULTI MELTA GUNNER
07212926

TRIPOD
07212928

ALL OF THESE MODELS ARE SUPPLIED WITH ONE OF THE WEAPONS SHOWN ON THE RIGHT AS STANDARD. PLEASE STATE WEAPON CHOICE WHEN ORDERING. THESE MODELS DO NOT TAKE A BACK PACK

GUNNERS



GUNNER 1
07212921



GUNNER 2
07212923



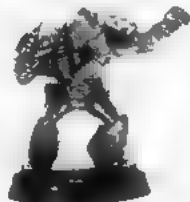
GUNNER 3
07212920



GUNNER 4 WITH POWER GLOVE
072 2925



GUNNER 5
07212924



GUNNER 6
072 2922

WEAPONS



MULTI MELTA
07212913



CONVERSION BEAMER
07212915

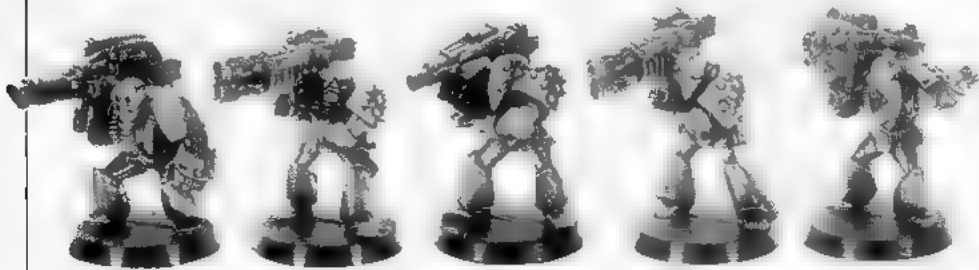


HEAVY BOLTER
07212914



LAS CANNON
07212912

EXAMPLES OF THE COMPLETED SPACE MARINE HEAVY WEAPON MODELS



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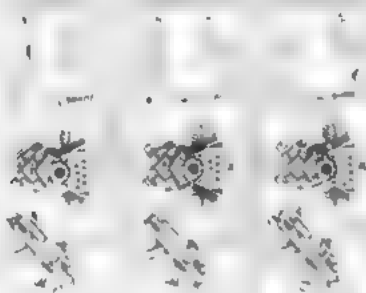
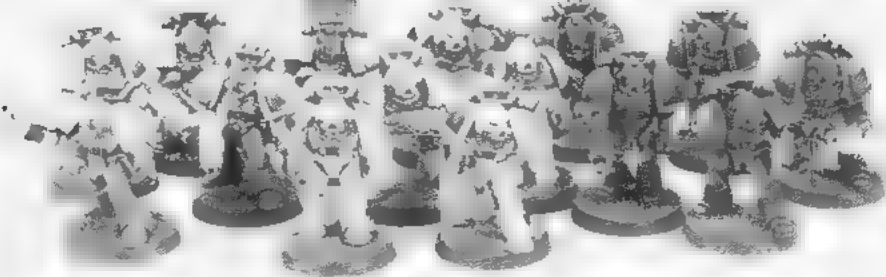
CITADEL MINIATURES



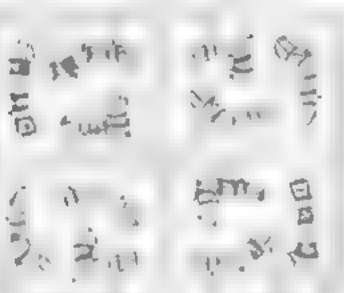
JORDAN SMITH

SPACE MARINE STRIKE FORCE

EXAMPLE SPACE MARINE STRIKE FORCE.
BANNERS NOT INCLUDED



SPACE MARINE BOLTER AND BACK PACK SPRUE
10' 532



SPACE MARINE ARM SPRUE
12004

Space Marines are the ultimate warriors of the 41st Millennium and devoted servants of the Emperor. The Space Marines of the Strike Force are equipped with Mark 7 power armour - also known as Armourum Impetor or Eagle armour. The Space Marine Strike Force boxed set contains 15 superbly modelled metal miniatures (3 complete combat squads) with 5 Space Marine bolter and back pack sprues and 3 Space Marine arm sprues.



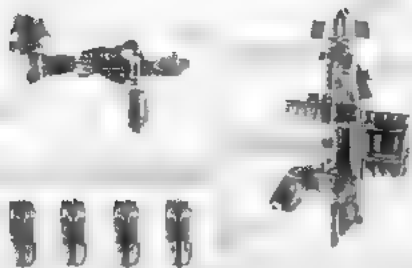
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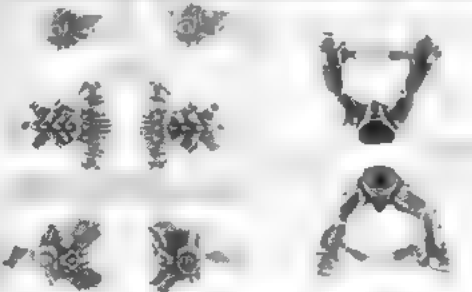
Designed by Jes Goodwin

IMPERIAL SPACE MARINES

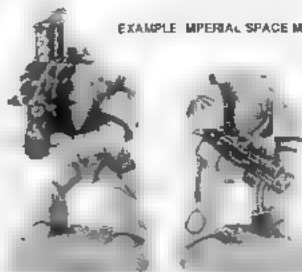
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SPACE MARINE HEAVY WEAPONS SPRUE
RT301/C



SPACE MARINES WITH BOLTERS SPRUE
RT301/A



EXAMPLE IMPERIAL SPACE MARINES

This box set contains 17 sprues of highly detailed hard styrene plastic components, with enough pieces to construct 30 Space Marine miniatures equipped with Mark 6 armour. These include heavy weapon operatives with missile launchers and flamer, as well as personally modelled. Each box set contains 9 Space Marines with bolters sprue, 6 Space Marines with close combat sprue and 2 Space Marine heavy weapon sprue.



SPACE MARINE CLOSE COMBAT WEAPONS SPRUE
RT301/B



CITADEL MINIATURES

Designed by the Citadel Design Team

TERMINATORS

BODIES



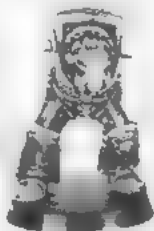
CAPTAIN
RTB97



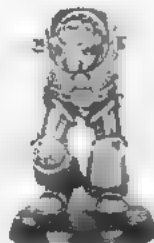
LIBRARIAN
RTB6



MARINE 1
RTB95



MARINE 2
RTB94



MARINE 3
RTB93

EACH COMPLETE
TERMINATOR
CONSISTS OF

- 1 x BODY
- 1 x LEFT ARM
- 1 x RIGHT ARM
- 1 x SHIELD

PLEASE STATE WHICH
ITEMS YOU REQUIRE
WHEN ORDERING

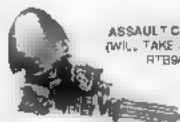
RIGHT ARMS



STORM BOLTER
RTB91



STORM BOLTER 2
RTB910



ASSAULT CANNON
(WILL TAKE SHIELD)
RTB98



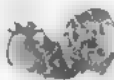
HEAVY FLAMER
RTB99

THE COMPLETE TERMINATOR SQUAD BOXED SET CONTAINS

- 1 x CAPTAIN
- 1 x LIBRARIAN
- 2 x MARINE 1
- 2 x MARINE 2
- 2 x MARINE 3
- 1 x SHIELD 2
- 2 x SHIELD 3
- 1 x CHAIN FIST
- 1 x FORCE AXE
- 1 x SERGEANT'S POWER SWORD ARM
- 1 x CAPTAIN'S POWER FIST
- 3 x STORM BOLTER 1
- 3 x STORM BOLTER 2
- 1 x HEAVY FLAME R
- 1 x POWER FIST
- 1 x ASSAULT CANNON



LEFT ARMS



POWER FIST
RTB92



FORCE AXE
(WILL TAKE SHIELD)
RTB93



CHAINFIST
RTB911



CAPTAIN'S POWER FIST
WITH GRENADE LAUNCHER
RTB912

SERGEANT'S POWER SWORD ARM

(WILL TAKE SHIELD)
RTB94



SHIELDS



SHIELD 1
07C243/13



SHIELD 2
RTB915



SHIELD 3
RTB916

NOTE THAT ALL OF THE TERMINATOR ARMS AND WEAPONS SHOWN ON PAGES 17, 18 AND 19 WILL ALSO FIT ON THESE TERMINATOR BODIES

Designed by Jes Goodwin

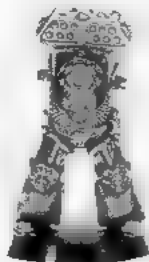
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CITADEL
MINIATURES

TERMINATORS

CYCLONE TERMINATOR



CYCLONE
070204/5



MISSILE TARGETER ARM
070204/6

THE COMPLETE CYCLONE
TERMINATOR CONSISTS OF:
1 x CYCLONE BODY
1 x MISSILE TARGETER ARM
1 x RIGHT ARM
PLEASE STATE WHICH
RIGHT ARM YOU REQUIRE
WHEN ORDERING

RIGHT ARMS



STORM BOLTER
R7B9.1



STORM BOLTER 2
R7B9.D

CLOSE COMBAT TERMINATORS



CLOSE COMBAT
070204.12



RIGHT LIGHTNING CLAW
070204.13



LEFT LIGHTNING CLAW
070204.14

THE COMPLETE LIGHTNING CLAW TERMINATOR CONSISTS OF:
1 x CLOSE COMBAT BODY
1 x RIGHT LIGHTNING CLAW
1 x LEFT LIGHTNING CLAW



THUNDER HAMMER
070204.16



SHIELD MOUNT ARM
070204.18



STORM SHIELD 1
070204.24

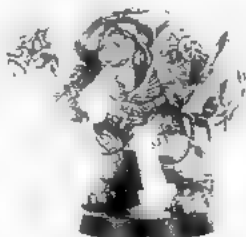


STORM SHIELD 2
070204.27

THE COMPLETE THUNDER HAMMER AND STORM SHIELD
TERMINATOR CONSISTS OF:
1 x CLOSE COMBAT BODY
1 x THUNDER HAMMER
1 x SHIELD MOUNT ARM
1 x STORM SHIELD
PLEASE STATE WHICH STORM SHIELD YOU REQUIRE
WHEN ORDERING

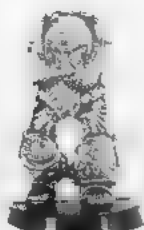
NOTE THAT ALL OF THE TERMINATOR ARMS AND WEAPONS SHOWN
ON PAGES 16, 18 AND 19 WILL ALSO FIT ON THESE TERMINATOR BODIES

EXAMPLES OF THE COMPLETED LIGHTNING CLAW, THUNDER HAMMER AND STORM SHIELD AND CYCLONE TERMINATOR MODELS

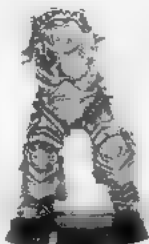


TERMINATORS

GREY KNIGHT TERMINATORS



GREY KNIGHT 1
070204/2



GREY KNIGHT 2
070243/5



GREY KNIGHT 3
070243/6

EACH COMPLETE GREY KNIGHT TERMINATOR CONSISTS OF
1 x GREY KNIGHT BODY
1 x GREY KNIGHT LEFT ARM
1 x GREY KNIGHT RIGHT ARM
1 x NEMESIS FORCE WEAPON
1 x SHIELD

PLEASE STATE WHICH ARMS, SHIELD AND NEMESIS FORCE WEAPON YOU REQUIRE WHEN ORDERING

NEMESIS FORCE WEAPONS



NEMESIS FORCE HALBERD
070204/4



NEMESIS FORCE GREAT SWORD
070243/11

GREY KNIGHT RIGHT ARMS



GREY KNIGHT RIGHT ARM 1
070204/1



GREY KNIGHT RIGHT ARM 2
070243/7



GREY KNIGHT RIGHT ARM 3
070243/8

GREY KNIGHT LEFT ARMS



GREY KNIGHT LEFT ARM 1
070204/3



GREY KNIGHT LEFT ARM 2
(WILL TAKE SHIELD)
070243/9



GREY KNIGHT LEFT ARM 3
(WILL TAKE SHIELD)
070243/10

SHIELDS



SHIELD 1
070243/3



SHIELD 2
RTB9/15



SHIELD 3
RTB9/16

NOTE THAT ALL OF THE TERMINATOR ARMS AND WEAPONS SHOWN ON PAGES 16, 17 AND 19 WILL ALSO FIT ON THESE TERMINATOR BODIES

EXAMPLES OF THE COMPLETED GREY KNIGHT TERMINATOR MODELS



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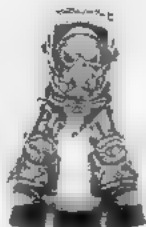


CYCADFI
MINIATURES

Designed by Jes Goodwin

TERMINATORS

TRAITOR TERMINATORS



TRAITOR 1
070204/10



TRAITOR 2
070204/8



TRAITOR CAPTAIN
070204/3/1

EACH COMPLETE
TRAITOR
TERMINATOR
CONSISTS OF
1 x TRAITOR BODY
1 x TRAITOR LEFT ARM
1 x TRAITOR RIGHT ARM
PLEASE STATE
WHICH ARMS
YOU REQUIRE
WHEN ORDERING

TRAITOR RIGHT ARMS



TRAITOR STORM BOLTHER 1
070243/2



TRAITOR STORM BOLTHER 2
070204/7



TRAITOR ASSAULT CANNON
070243/1



TRAITOR HEAVY FLAMER
070243/15

TRAITOR LEFT ARMS



DAEMON SWORD
070243/4



TRAITOR POWER SWORD
070243/14



TRAITOR POWER FIST
070204/9



TRAITOR CHAIN FIST
070204/11

NOTE THAT ALL OF THE TERMINATOR ARMS AND WEAPONS SHOWN ON PAGES 16, 17 AND 18 WILL ALSO FIT ON THESE TERMINATOR BODIES

INQUISITOR TERMINATORS



DAEMON HUNTER
070204/22



INQUISITOR
070204/19



COMBI-WEAPON ARM
070204/8



PSYCANNON ARM
070204/21



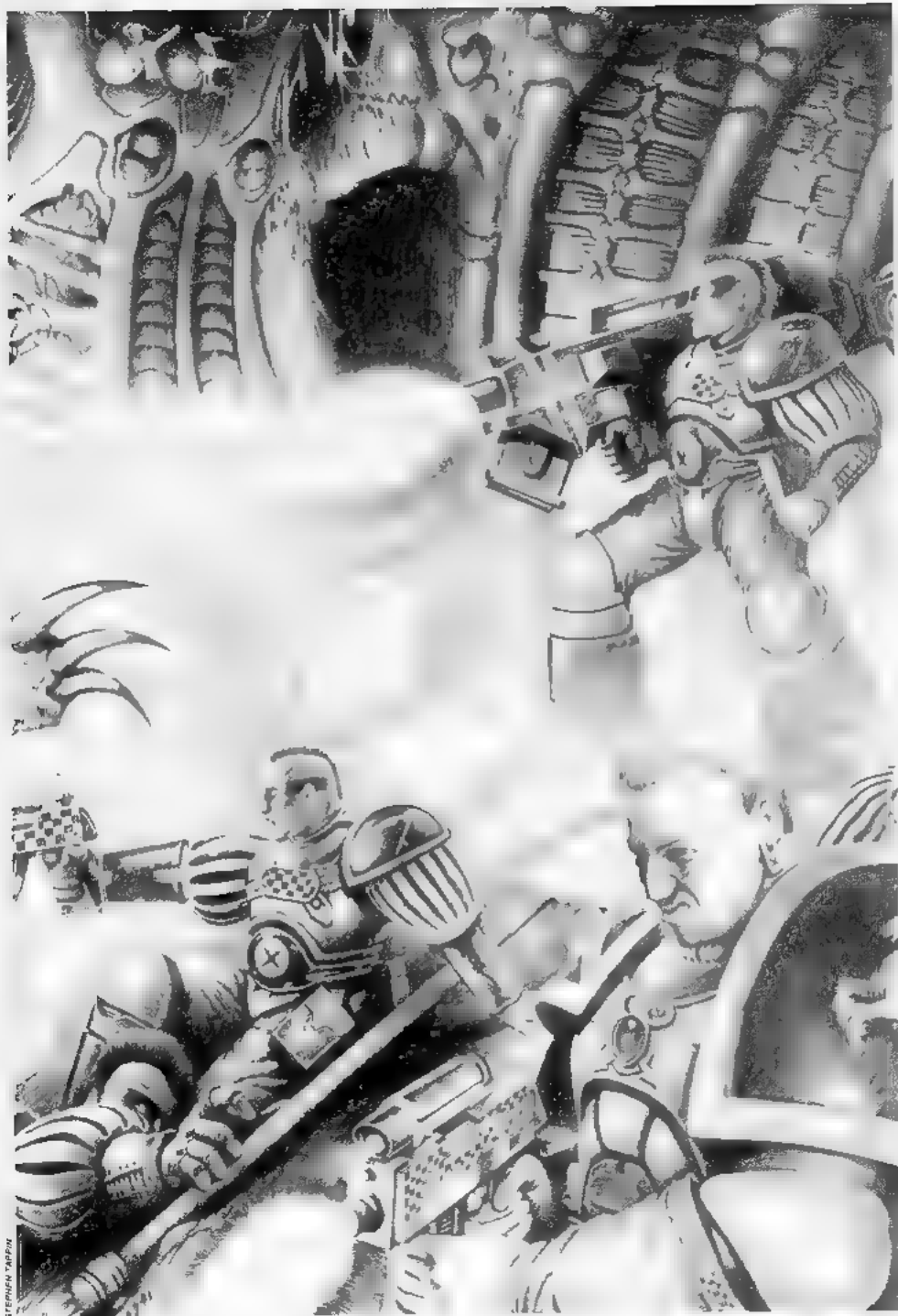
INQUISITOR POWER FIST
WITH DIGITAL WEAPONS
070204/20



FORCE ROD ARM
070204/20

EACH COMPLETE INQUISITOR TERMINATOR CONSISTS OF
x INQUISITOR BODY
1 x COMBI-WEAPON ARM OR PSYCANNON ARM
1 x INQUISITOR POWER FIST OR FORCE ROD ARM
PLEASE STATE WHICH ARMS YOU REQUIRE WHEN ORDERING





STEPHEN YARVIN

MARINE SCOUTS

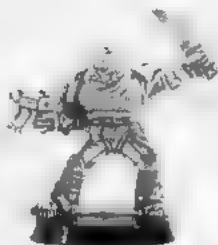
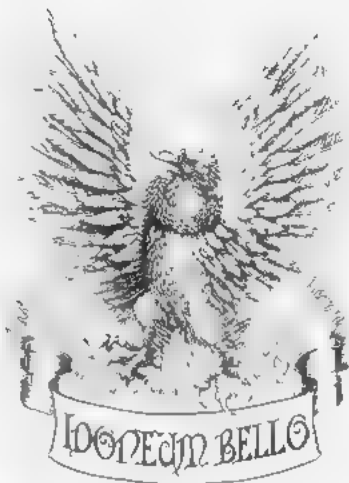
Designed by the Citadel Design Team



BOLTER AND HORNED SHOULDER PAD
070295/5



SHURIKEN CATAPULT AND BIONIC EYE
070295/4



BOLT PISTOL AND COMBAT KNIFE 1
070295/10



LAS GUN AND PUNCH DAGGER
070295/6



BOLTER 1
070295/11



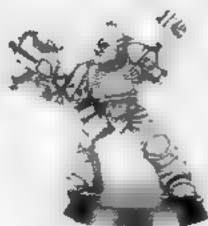
BOLT PISTOL AND COMBAT KNIFE 2
070295/12



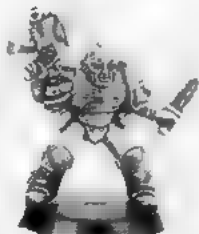
BOLT PISTOLS
070295/9



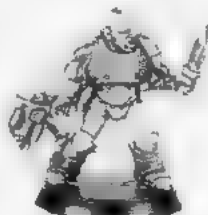
BOLTER 2
070295/8



BOLT PISTOL AND COMBAT KNIFE 3
070295/1



BOLT PISTOL AND COMBAT KNIFE 4
070295/3



BOLT PISTOL AND COMBAT KNIFE 5
070295/2



BOLT PISTOL
070295/3

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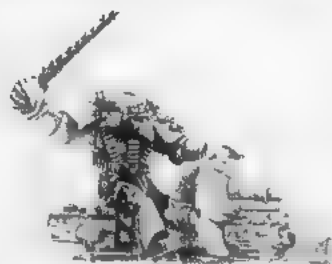
CITADEL
MINIATURES

MARINES ON BIKES

THE COMPLETE JET BIKE WITH SPACE MARINE RIDER CONSISTS OF:

- 1 x JET BIKE FAIRING
- 1 x STABILIZER FIN
- 1 x RIDER'S BODY
- 1 x RIDER'S LEGS

PLEASE STATE WHICH RIDER'S BODY AND LEGS YOU REQUIRE WHEN ORDERING



THIS IS AN EXAMPLE OF A COMPLETED JET BIKE WITH SPACE MARINE RIDER



JET BIKE FAIRING WITH TWIN BOLTLE MOUNTS
072060/17



JET ENGINE
072060/16



STABILIZER FINS
072060/19

SPACE MARINE RIDERS

ALL OF THESE MODELS WILL FIT ON THE JET BIKE AND THE BIKE. THESE MODELS ARE ALSO SUPPLIED WITH A SPACE MARINE BACK PACK AND BANNER POLE SPRUE AS STANDARD



LEGS 1
070160/6



LEGS 2
070160/20



CHAPLAIN LEGS 1
070160/11



CHAPLAIN LEGS 2
070160/8



CHAIN SWORD
070160/12



TECHMARINE AND BOLT PISTOL
070160/5



MARINE AND SCANNER
070160/14



CHAPLAIN AND DEVOTION BANNER
070160/10



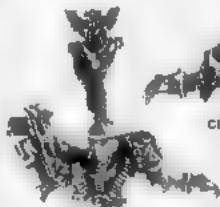
TECHMARINE AND WRENCH
070160/13



MARINE AND BOLT PISTOL
070160/8



BIKE RIDER
070160/9



CHAPLAIN AND DEVOTION BANNER
070160/7



BIKE WITH TWIN BOLTLE MOUNTS
072060/1



BIKE FAIRING 1
072060/2A



BIKE FAIRING 2
072060/2B



SIDECAR MULTI MELTA
070160/4

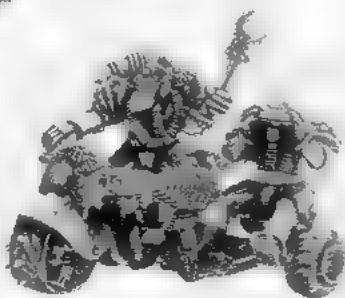


SIDE CAR SEAT
070160/5

THE COMPLETE BIKE WITH SPACE MARINE RIDERS CONSISTS OF:

- 1 x BIKE
- 1 x SIDE CAR CHASSIS
- 1 x SIDECAR SEAT
- 1 x SIDECAR MULTI MELTA
- 1 x BIKE FAIRING
- 2 x RIDER'S BODIES
- 2 x RIDER'S LEGS

PLEASE STATE WHICH RIDER'S BODIES AND BIKE FAIRING YOU REQUIRE WHEN ORDERING



SIDECAR CHASSIS
070160/3

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CITADEL MINIATURES

Designed by Alan Perry with the Citadel Design Team

LAND SPEEDER

THE COMPLETE LAND SPEEDER CONSISTS OF

- 1 x CHASSIS
 - 1 x ENGINE MOUNT
 - 1 x BANNER POLE
 - 1 x DRIVER
 - 1 x HEAVY BOLTER MOUNTING
 - 1 x SWIVEL MOUNTED WEAPON
 - 2 x SEAT'S
 - 2 x ENGINES
 - 1 x HEAVY BOLTER
 - 1 x RIDER
- PLEASE STATE WHICH ITEMS YOU



THIS IS AN EXAMPLE OF A COMPLETED LAND SPEEDER WITH SPACE MARINE RIDERS



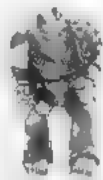
THIS IS AN EXAMPLE OF A COMPLETED LAND SPEEDER WITH IMPERIAL GUARD RIDERS



CHASSIS
RTB3F



MARINE RIDER
RTB3A



RTB3B



SEAT
RTB3H



ENGINE MOUNT
RTB3C



IMPERIAL GUARD RIDER
0721561



IMPERIAL GUARD DRIVER
0721562



RTB3G



HEAVY BOLTER MOUNTING
0721555



HEAVY BOLTER
0721554



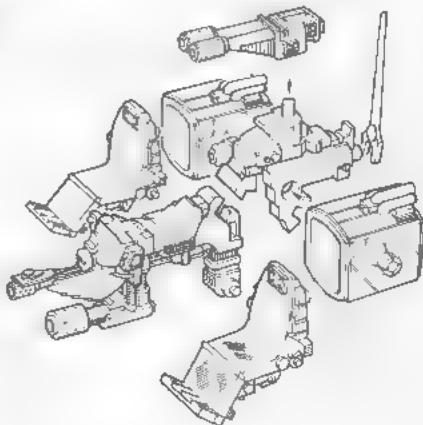
SWIVEL MOUNTED
MULTI-MELTA
RTB3E



SWIVEL MOUNTED
HEAVY PLASMA GUN
0721553



BANNER POLE
RTB3D



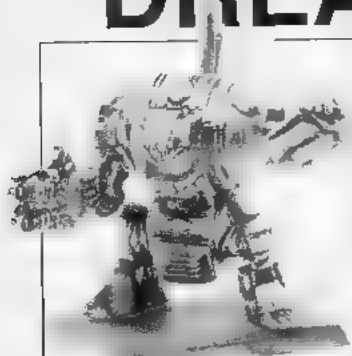
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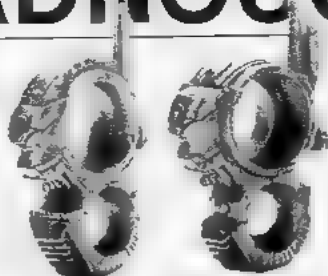
CITADEL
MINIATURES

Designed by Michael Perry

DREADNOUGHTS



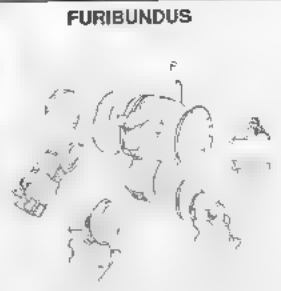
EXAMPLE OF AN ASSEMBLED
FURIBUNDUS CLASS DESTROYER
DREADNOUGHT
(FURY)



WIDE DREADNOUGHT
070184/2 070184/9

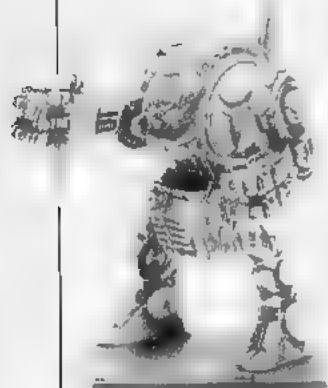


MISSILE LAUNCHER ARM
070184/5



FURIBUNDUS

THIS MODEL WILL REQUIRE ASSEMBLY
AS SHOWN IN THE EXAMPLE ABOVE



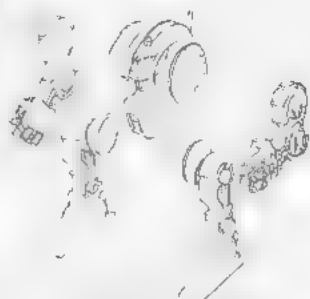
EXAMPLE OF AN ASSEMBLED
CONTEMPTOR CLASS CLOSE
ASSAULT DREADNOUGHT
(CHUCK)



SHOULDER WEAPON
070184/6



LAS-CANNON ARM
070184/10



CONTEMPTOR

THIS MODEL WILL REQUIRE ASSEMBLY
AS SHOWN IN THE EXAMPLE ABOVE



RIGHT SINGLE BOLTER ARM
070184/7



RIGHT DOUBLE
BOLTER ARM
070184/1

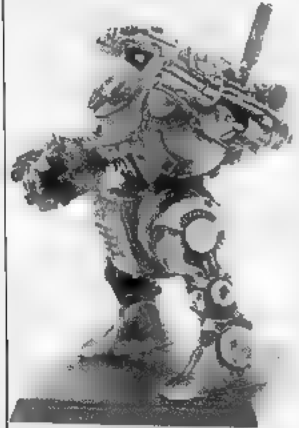


LEFT DOUBLE
BOLTER ARM
070184/3

DEREDED



THIS MODEL WILL REQUIRE ASSEMBLY
AS SHOWN IN THE EXAMPLE ABOVE



EXAMPLE OF AN ASSEMBLED
DEREDED CLASS ATTACK SUPPORT
DREADNOUGHT
(EDDY)



RIGHT LEG
070184/12



LEFT LEG
070184/11



LONG RIGHT LEG
070184/4



LONG LEFT LEG
070184/5

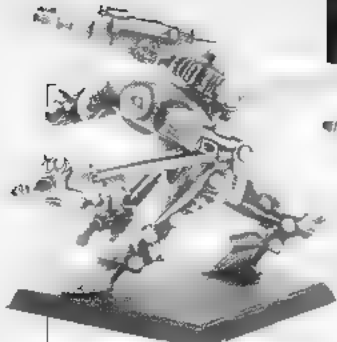
THE COMPLETE DREADNOUGHT CONSISTS OF:
1 x BODY 2 x ARMS OR WEAPONS
2 x LEGS 2 x SHOULDER WEAPON MOUNTS
ALL THE ARMS, LEGS, BODIES AND WEAPONS
OF THESE MODELS ARE INTERCHANGEABLE

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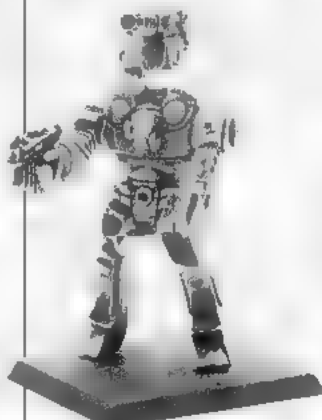
ROBOTS



EXAMPLE OF A
CRUSADER ROBOT



CRUSADER BODY
070 84/34



EXAMPLE OF A
COLOSSUS ROBOT



LEFT POWER SWORD ARM
070184/36



RIGHT POWER SWORD ARM
070184/35



BACK MOUNTED LAS-CANNON
070184/20



LEFT ARM WITH FLAMER
070184/24



RIGHT ARM WITH BOLTER
070184/23



BACK MOUNTED HEAVY BOLTER
070184/25



LEFT POWER GLOVE ARM
070184/28



RIGHT POWER GLOVE ARM
070184/30



BACK MOUNTED MELTA GUN
070184/31



070184/33



AUTO CANNON ARM
070184/27

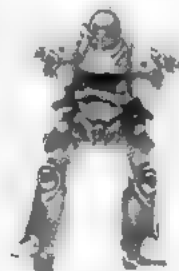


BACK WEAPON MOUNT
070184/21

ALL THE ARMS AND BACK MOUNTED WEAPONS
OF THESE MODELS ARE INTERCHANGEABLE



COLOSSUS BODY
070184/32



CASTELLAN BODY
070184/29



EXAMPLE OF A
CASTELLAN ROBOT

EACH COMPLETE ROBOT CONSISTS OF
1 x BODY 1 x BACK WEAPON MOUNT
2 x ARMS 1 x BACK MOUNTED WEAPON



EXAMPLE OF A
CONQUERER ROBOT



CONQUERER BODY
070184/26



CATAPHRACT BODY
070184/22



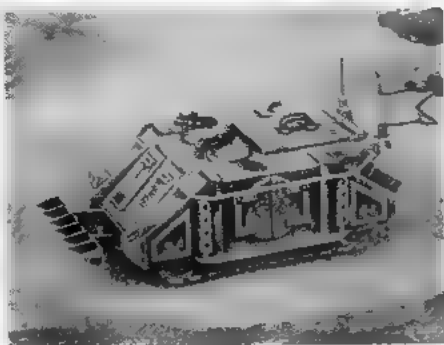
EXAMPLE OF A
CATAPHRACT ROBOT

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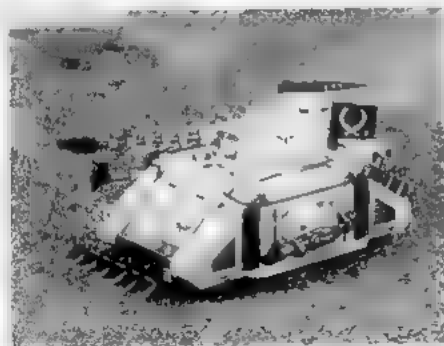
RHINO & PREDATOR



The Imperial warrior is part of the most potent fighting force of the 41st Millennium. That force must be ready to move at a moment's notice, to meet and defeat the enemies of Mankind throughout the galaxy. Their battlefield transport is the Rhino Armoured Personnel Carrier, a vehicle tough enough to take a full squad in the heart of the fighting whilst packing the considerable punch of twin Bolt Guns.



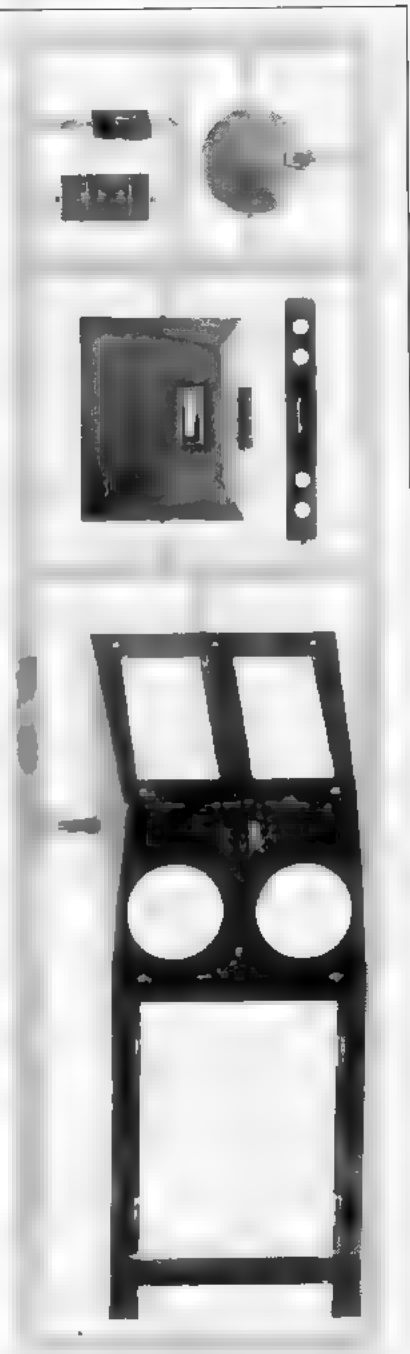
EACH RHINO KIT CONSISTS OF
2x RHINO TRACK SPRUES
2x RHINO CHASSIS SPRUES



The Predator is the Imperium's assault tank, combining highly effective firepower with mobility. Designed around the standard Rhino APC chassis, the Predator is armed with a pair of ice-cannons and a turret-mounted autocannon. It is widely used by both the Space Marines and the Imperial Guard as an assault vehicle, breaking through enemy lines at the head of the advancing troops or moving rapidly across the battlefield using its heavy firepower to stop the enemy dead.



EACH PREDATOR KIT CONSISTS OF
1x PREDATOR CHASSIS SPRUE
2x RHINO CHASSIS SPRUE
2x RHINO TRACK SPRUES



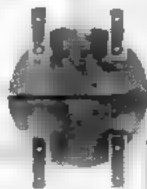
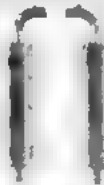
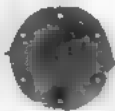
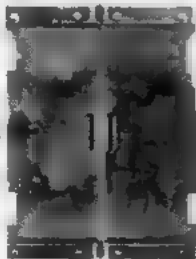
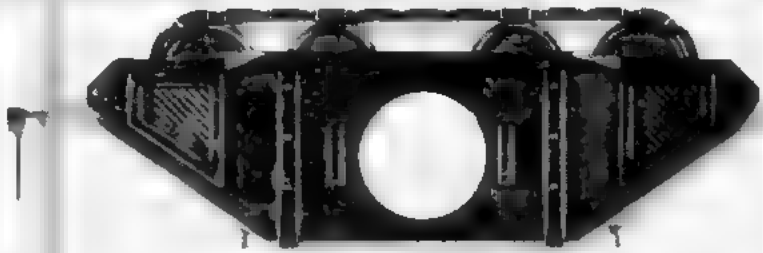
RHINO CHASSIS SPRUE
102142

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Designed by the Citadel Design Team

RHINO



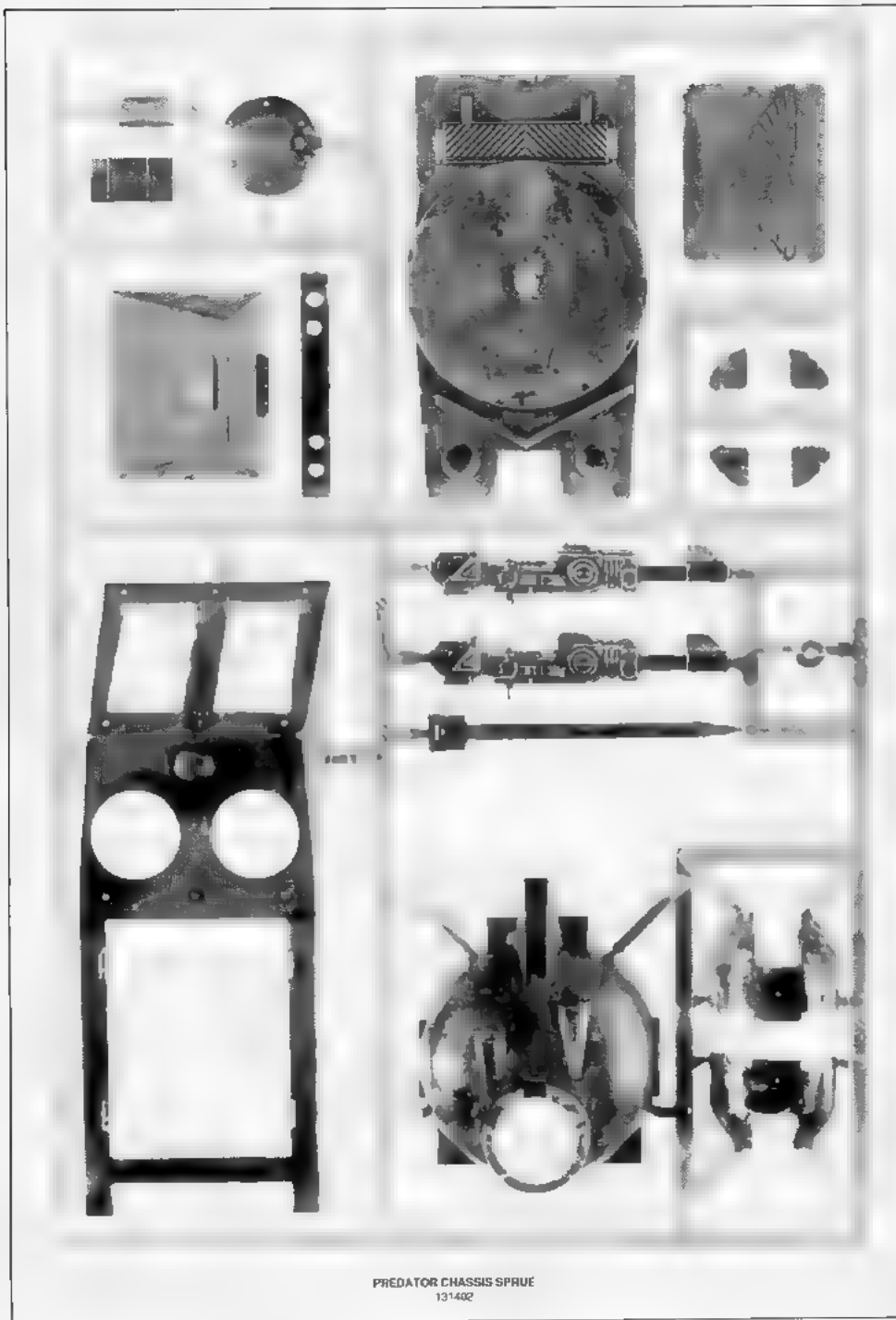
RHINO TRACK SPRUE
102128

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CITADEL
MINIATURES

PREDATOR



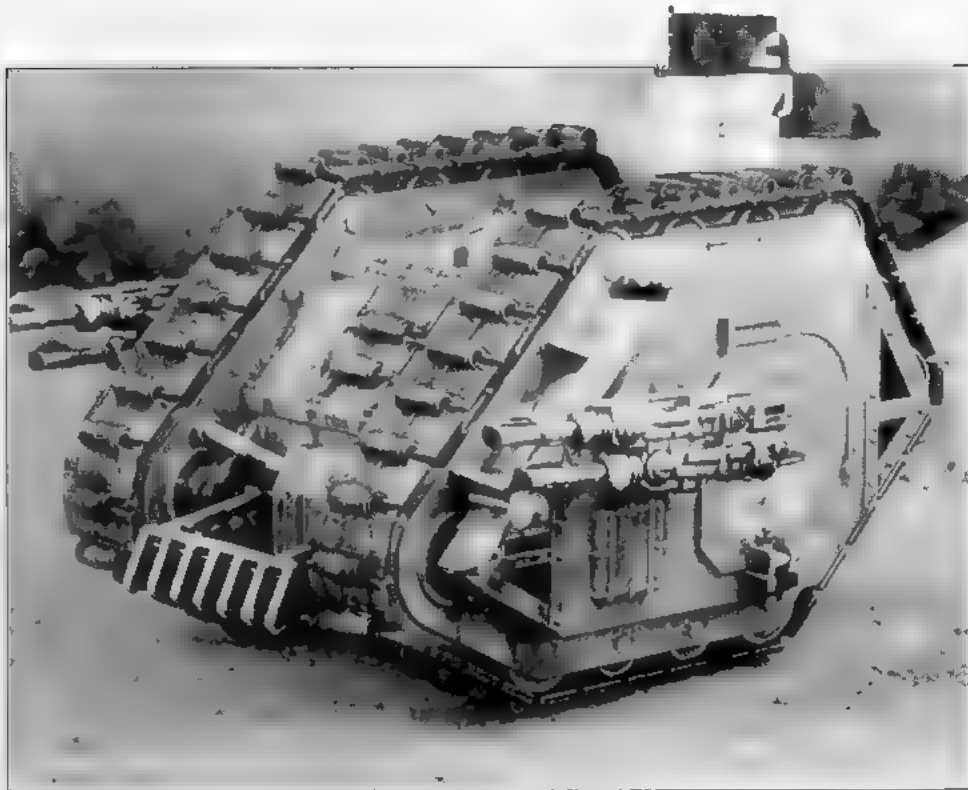
PREDATOR CHASSIS SPRUE
131402

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CITADEL
GAMESWORKSHOP

LAND RAIDER



MODEL REQUIRES ASSEMBLY BANNERS NOT INCLUDED

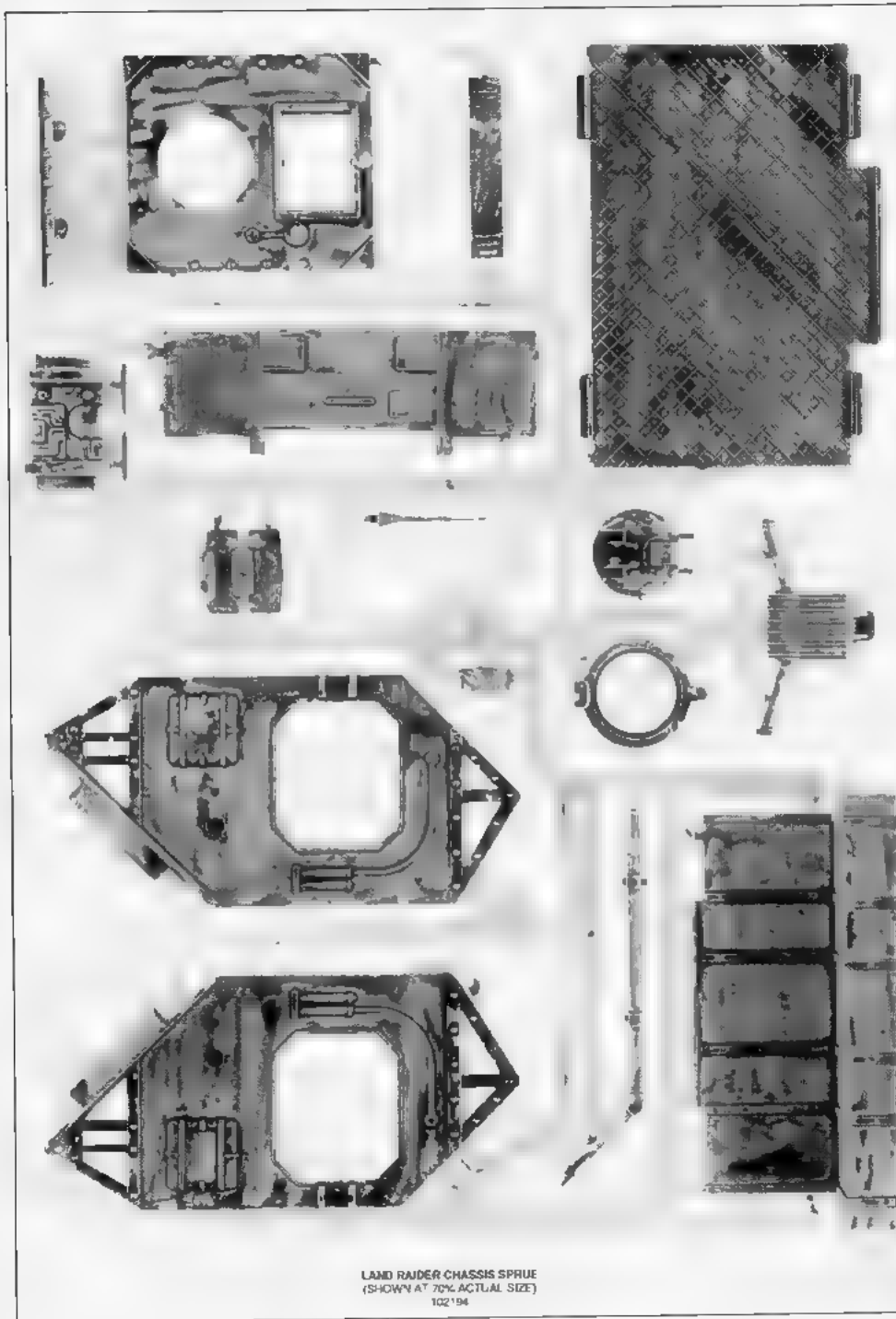
Bring the formidable firepower of the Imperial Main Battle Tank to your table top. With Citadel's plastic Land Raider kit you can assemble a highly detailed 41st Millennium tank, complete with two heavy bolters, dual mounted las-cannons and Imperial Insignia decal. This model requires assembly. We recommend that you use Citadel polystyrene cement (see page 155).



EACH LAND RAIDER KIT CONSISTS OF:
1 x LAND RAIDER CHASSIS SPRUE
2 x LAND RAIDER TRACK SPRUES

Designed by the Citadel Design Team

LAND RAIDER



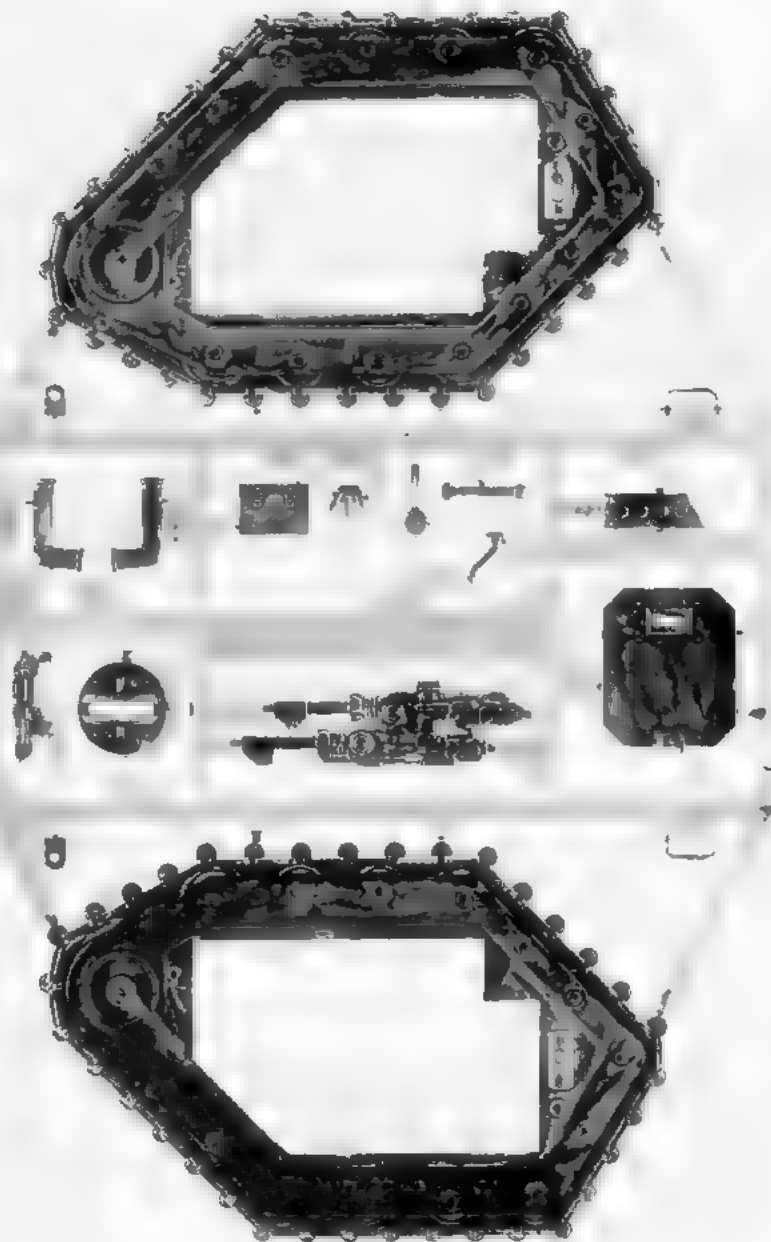
LAND RAIDER CHASSIS SPRUE
(SHOWN AT 70% ACTUAL SIZE)
102194

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CITADEL
MINIATURES

LAND RAIDER



LAND RAIDER TRACK SPRUE
(SHOWN AT 70% ACTUAL SIZE)
0215

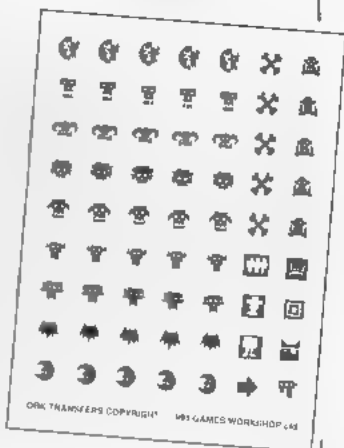
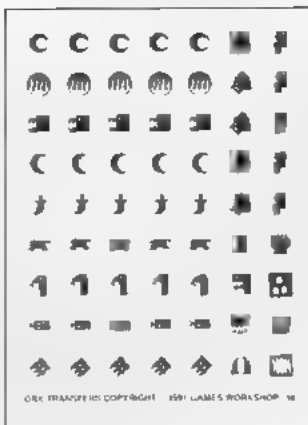
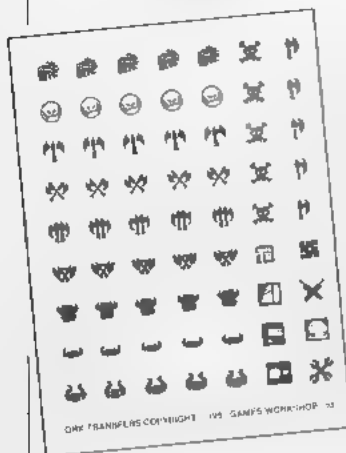
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ORK TRANSFERS

ORK TRANSFER SHEET 1
00409/1

ORK TRANSFER SHEET 2
100409/2

ORK TRANSFER SHEET 3
00409/3



The Ork Transfer set adds a whole new dimension to your Warhammer 40,000 Miniature painting and modeling. Each basic pack contains 15 sheets of water slide glyphs for the six largest Ork Clans: Goths, Fyrd Surz, Bad Moons, Blood Axes, Snake-bites and Death Skulls. As well as providing backplate designs, the transfers can be used for detailing Ork vehicles and banners.

Mail Order customers can specify any combination of sheets to make up the set. Note that each sheet of Ork transfers is multi-colored.

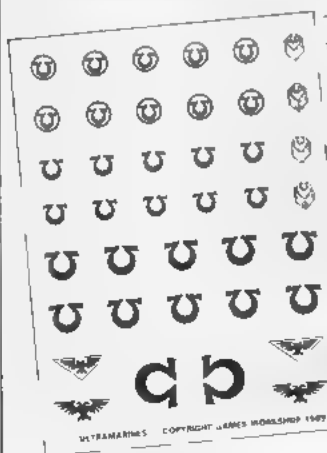
SPACE MARINE TRANSFERS

ULTRAMARINES TRANSFER SHEET
101642/1

DARK ANGELS TRANSFER SHEET
101642/2

BLOOD ANGELS TRANSFER SHEET
101642/3

SPACE WOLVES TRANSFER SHEET
101642/4



The Space Marine Transfer set contains 16 sheets of water slide insignia for four of the main Marine Chapters: Ultramarines, Space Wolves, Blood Angels and Dark Angels. The transfers can be used for Marine shoulder pads and detailing vehicles, equipment and Chapter Banners. Mail Order customers can specify a complete set of transfer sheets for any one of the Chapters and can choose the color of each sheet. We supply Marine Transfers in black, white, yellow, red and blue. Note that all the transfers on a sheet are a single colour. If ordering by colour, please supply alternatives, as the sheets go out of stock very quickly. If in doubt, please phone Mail Order for details.

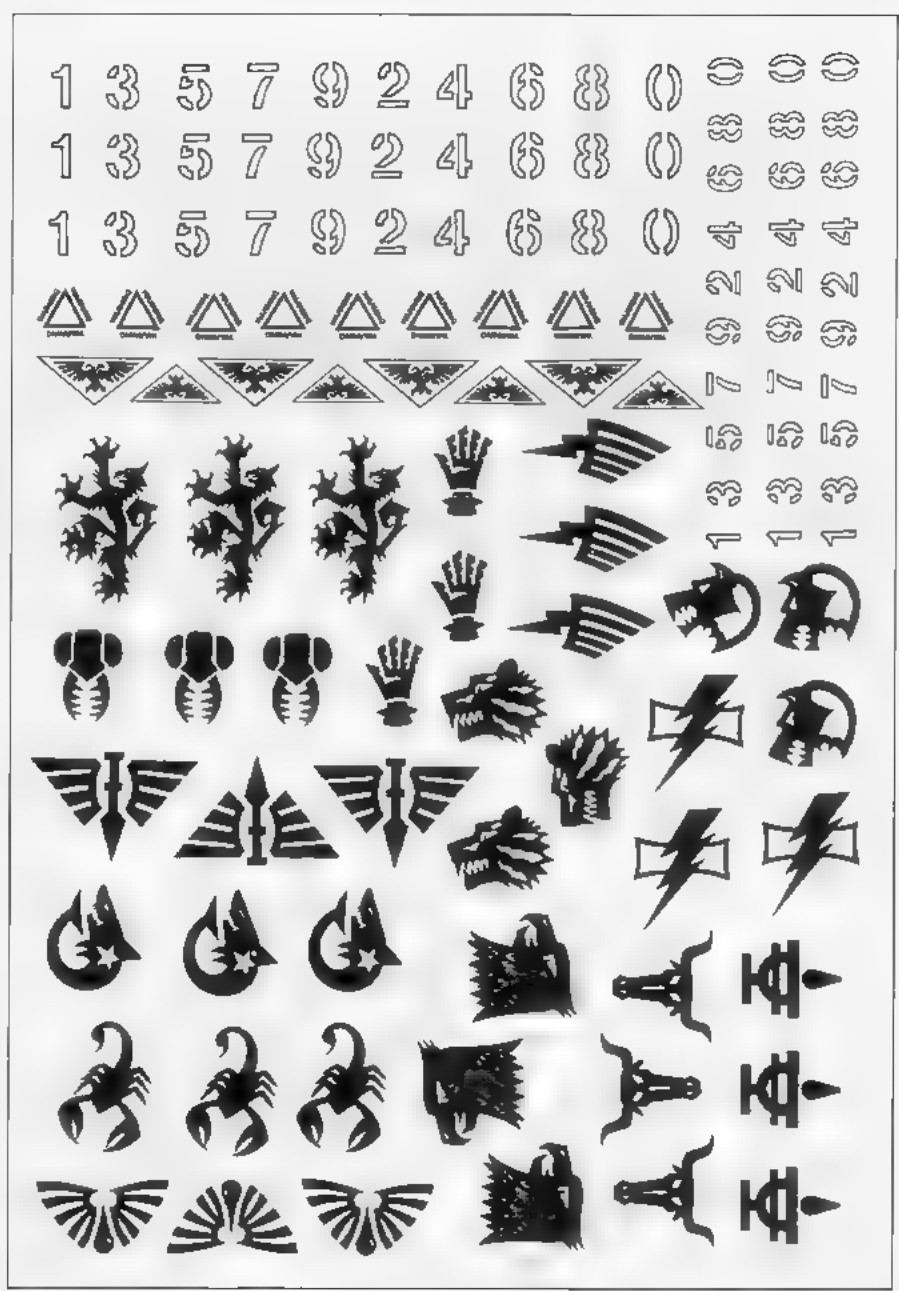
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GAMES WORKSHOP LTD.

LAND RAIDER TRANSFERS

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LAND RAIDER TRANSFER SHEET
 C2 79

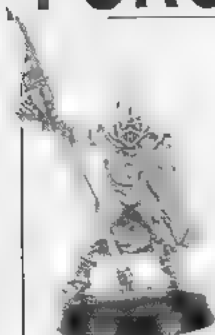
We supply the Land Raider Transfer sheet in black, white, yellow, red and blue. Mail Order customers may choose the colour, but please supply alternatives, as some coloured sheets go out of stock very quickly. If in doubt, please ring Mail Order for details.



CITADEL
 MINIATURES

FORCES OF THE IMPERIUM

Designed by the Citadel Design Team



ADEPTUS CUSTODES
072518/1



TECH PRIEST
AND STAFF
072518/7



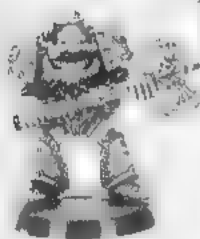
TECH PRIEST
072518/28



ASTROPATH
AND STAFF
072518/25



ASTROPATH
AND CANE
072518/18



ADEPTUS MECHANICUS 1
072117/43



ADEPTUS MECHANICUS 2
072117/44



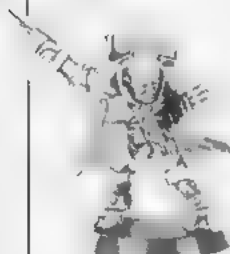
ADEPTUS MECHANICUS 3
072117/41



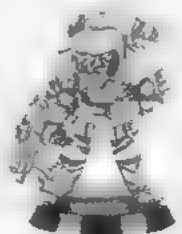
SERVITOR AND
BIONIC CLAW
072117/30



SERVITOR AND
WRENCH
072117/40



INQUISITOR AND
POWER SWORD
072117/29
BACK PACK CLOAK
072117/30



INQUISITOR AND BOLTER
072518/9



NAVIGATOR
072518/23



ASSASSIN AND
POWER SWORD
072117/32



ASSASSIN AND
COMBI WEAPON
072117/28

RATLINGS



SNIPER RIFLE 1
072117/35



BOLT PISTOL
072117/34



SNIPER RIFLE 2
072117/37



SNIPER RIFLE 3
072117/33



SNIPER RIFLE 4
072117/36



SNIPER RIFLE 5
072117/38



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FORCES OF THE IMPERIUM

ADEPTUS ARBITES

Designed by Jes Goodwin



SHOTGUN
0724982



BOLTER
0724993



BOLT PISTOL AND
POWER MAUL
0724991

TITAN CREW

THESE MODELS ARE SUPPLIED WITH A HUMAN CLOTHED ARMS
SPRUE AND A LAS GUN AND A LAS CANNON SPRUE AS STANDARD

Designed by Alan Perry



MODERATUS 1
07211748



PRINCEPS SENIORES
07211748



MODERATUS 2
07211748

SANCTIONED PSYKERS



PSYKER 1
07211720



PSYKER 2
07211719



PSYKER 3
07211721



PSYKER 4
07211723



PSYKER 5
07211747



PSYKER 6
07211722

EXAMPLES OF THE COMPLETED TITAN CREW AND SANCTIONED PSYKER MODELS



HIVE GANGERS



ALL OF THE ABOVE MODELS EXCEPT THE TECH LEADER ARE SUPPLIED WITH A HUMAN BARE ARMS SPRUE AND A HAND WEAPONS SPRUE AS STANDARD.



EXAMPLES OF THE COMPLETED HIVE GANGER MODELS

THESE MODELS MAY BE USED FOR CONFRONTATION AND WARHAMMER 40,000 HIVE GANG MEMBERS, CHAOS CULTISTS, IMPERIAL GUARDSMEN AND PLANETARY DEFENCE FORCES.

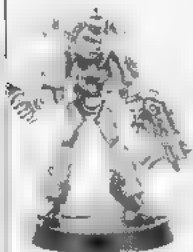
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CITADEL
MINIATURES

ADVENTURERS

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POWER SWORD
AND BOLTER
072518/15



PILOT
072518/10



LASGUN 1
072518/26



CHAINSWORD
072518/14



POWERSWORD
072518/8



RATLING COOK
072518/3



LAS PISTOL
072518/18



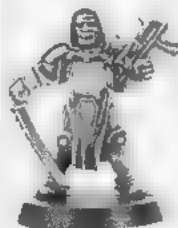
HAND FLAMER
072518/12



BOLTER 1
072518/4



LASGUN 2
072518/24



CHAINSWORD
AND BOLTER
072518/29



BOLTER AND
POWER GLOVE
072518/6



LAS PISTOL
072518/2



CHAINSWORD AND
MISSILE LAUNCHER
072518/11



CHAINSWORD
AND BOLTER
072518/7



POWER SWORD
AND LAS PISTOL
072520/27



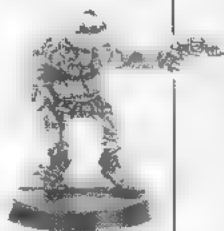
META GUN
072518/33



HAND CROSSBOW
072518/17



BOLTER 2
072518/5



FLAMER AND KNIFE
072518/1

Designed by the Citadel Design Team with Alan Perry and Michael Perry

IMPERIAL GUARD

Designed by the Citadel Design Team



STANDARD
BEARER
0721045

COMMANDER
0721043

TROOPER 1
07211716

LIEUTENANT
0721041

TROOPER 4
0721044

SERGEANT
0721042



TROOPER 1
0720337



WOUNDED
0720338



TROOPER 2
0720331



TROOPER 3
0720335



TROOPER 4
0720336



GRENADE
LAUNCHER
0720334



TROOPER 5
07203310



TROOPER 6
07203313



TROOPER 7
07203312

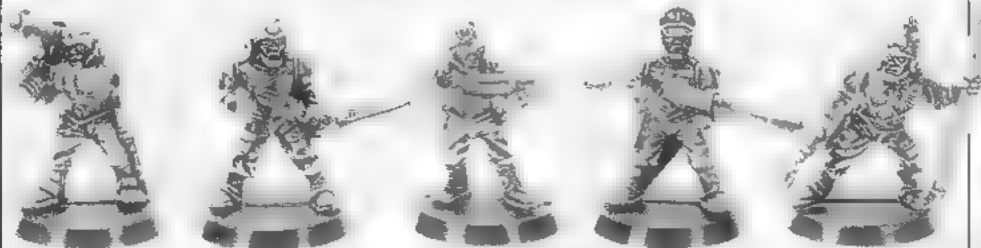


TROOPER 8
0720339



TROOPER 9
07203311

EXAMPLES OF THE COMPLETED IMPERIAL GUARD MODELS



THESE MINIATURES ARE SUPPLIED WITH A HUMAN CLOTHED
ARM SPRUE AND A LAS GUNS AND LAS CANNON SPRUE

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IMPERIAL GUARD

Designed by Alan and Michael Perry with Aiy Morrison



COMMISSAR 1*
0721176



COMMISSAR 2*
0721178



COMMISSAR 3*
07211717



COMMISSAR 4*
07211710



COMMISSAR 5*
0721177



COMMISSAR AND
CHAIN SWORD*
07211715



COMMISSAR AND
LAS GUN 1
07211712



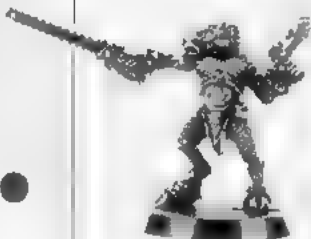
COMMISSAR AND
POWER FIST
07211714



COMMISSAR AND
LAS PISTOL
07211713



COMMISSAR AND
LAS GUN 2
07211711



BEASTMAN
PACKMASTER
07211718



PENAL TROOPER*
0720302



0720333



MEDIC AND
LAS GUN
07211725



MEDIC AND
CHAIN SWORD
07211726

EXAMPLES OF THE COMPLETED IMPERIAL GUARD MODELS



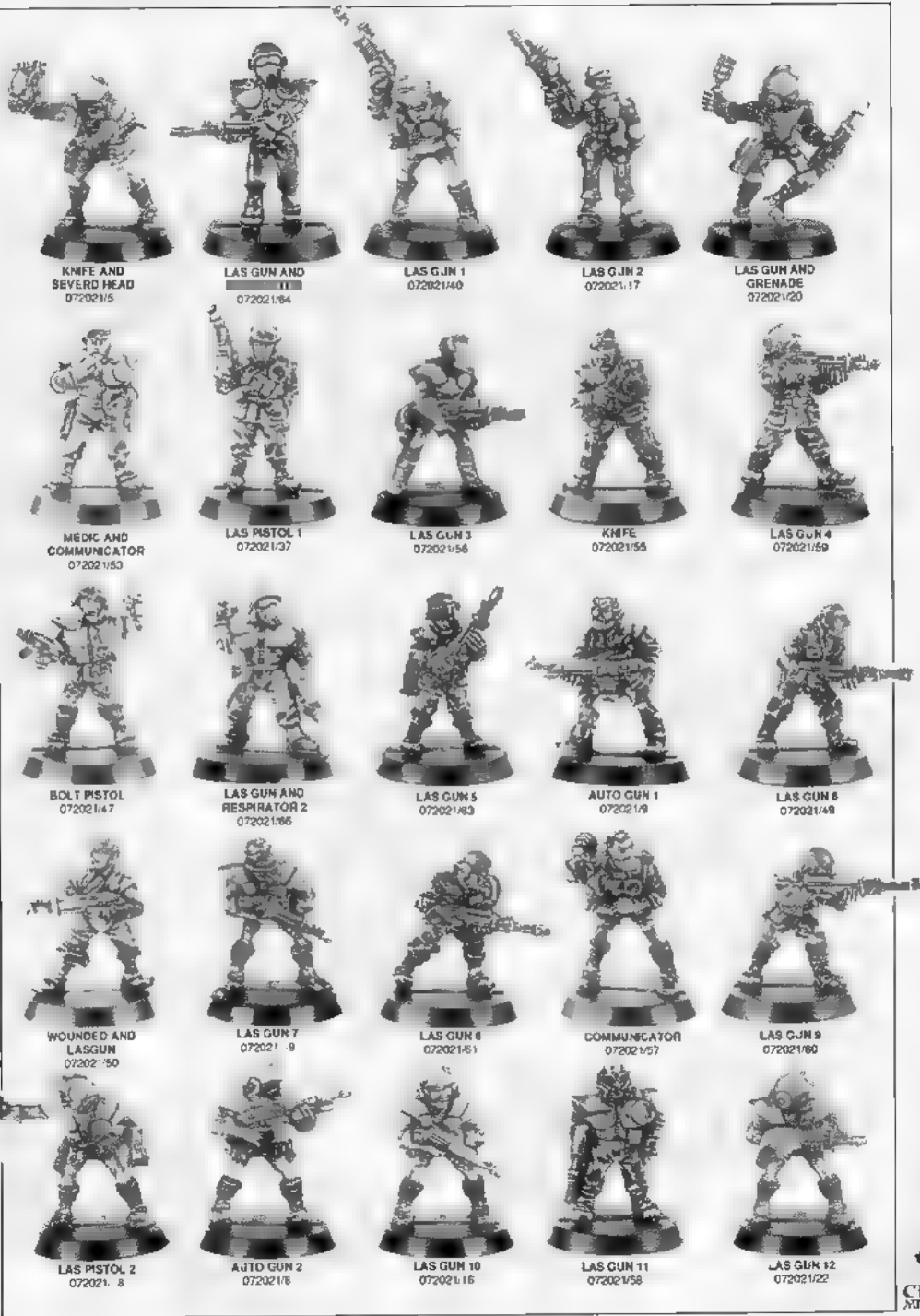
THE MINATURES MARKED WITH AN ASTERISK ARE SUPPLIED WITH A HUMAN CLOTHED ARM SPRUE AND A LAS GUNS AND LAS CANNON SPRUE

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CITADEL
MINIATURES

IMPERIAL GUARD



KNIFE AND SEVERD HEAD
072021/5

LAS GUN AND [redacted]
072021/64

LAS GUN 1
072021/40

LAS GUN 2
072021/17

LAS GUN AND GRENADE
072021/20

MEDIC AND COMMUNICATOR
072021/53

LAS PISTOL 1
072021/37

LAS GUN 3
072021/56

KNIFE
072021/55

LAS GUN 4
072021/59

BOLT PISTOL
072021/47

LAS GUN AND RESPIRATOR 2
072021/66

LAS GUN 5
072021/63

AUTO GUN 1
072021/48

LAS GUN 6
072021/48

WOUNDED AND LASGUN
072021/50

LAS GUN 7
072021/9

LAS GUN 8
072021/61

COMMUNICATOR
072021/57

LAS GUN 9
072021/60

LAS PISTOL 2
072021/8

AUTO GUN 2
072021/6

LAS GUN 10
072021/16

LAS GUN 11
072021/56

LAS GUN 12
072021/22

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CITADEL
MINIATURES

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IMPERIAL GUARD



LAS GUN 13
07202142

LAS GUN 14
07202154

AND LAS PISTOL
07202145

LAS GUN 16
07202141

LAS GUN 16
07202152

AND BOLT PISTOL
07202162

LAS PISTOL 3
07202127

LAS GUN 17
07202139

BOLT 1
07202148

LAS GUN 18
07202138

LAS GUN 19
07202165

CHAIN SWORD
07202112

CHAIN SWORD
07202146

CHAIN SWORD
AND LAS PISTOL
07202120

AUTO GUN 3
07202118

BOLT 2
AND LAS PISTOL 1
07202143

BOLT 2
07202133

BOLT 3
07202144

BOLT 4
07202145

LAS GUN 20
07202114

AUTO GUN 4
07202115

BOLT AND
LAS PISTOL 2
07203318

AUTO GUN 5
07210212

BOLT 5
07203316

AUTO CANNON
07203317

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GUARD HEAVY WEAPONS

ALL OF THESE MINIATURES ARE SUPPLIED WITH ONE OF THE WEAPONS SHOWN. PLEASE STATE WEAPON CHOICE WHEN ORDERING.



GUNNER WITH CAP
072129/18



GUNNER WITH HELMET
AND BIONIC EYE
072129/16A



GUNNER WITH HELMET
072129/16B



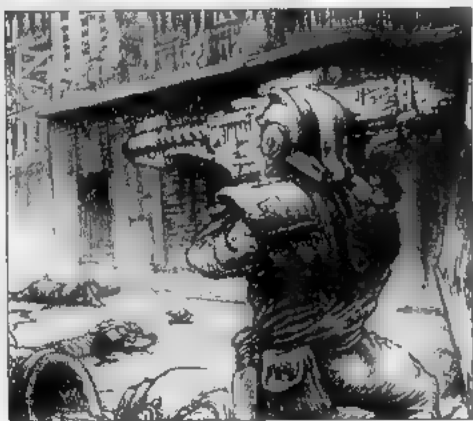
GUNNER WITH CAP
AND GOGGLES
072129/8A



GUNNER WITH HELMET
AND GOGGLES
072129/18B



GUNNER WITH HEAD BAND
072129/17



MULTI-MELTA
072129/13



LAS CANNON
072129/12

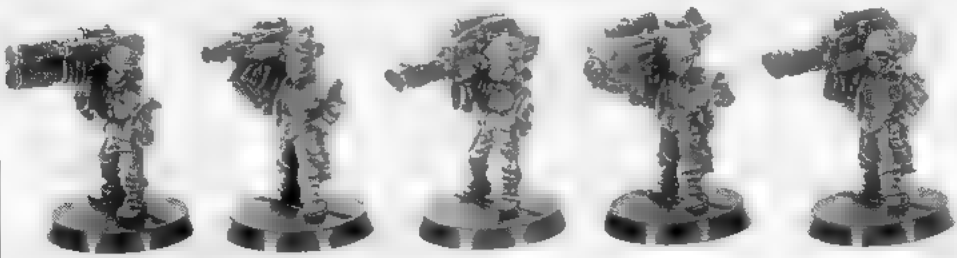


HEAVY BOLTER
072129/14



CONVERSION BEAMER
072129/15

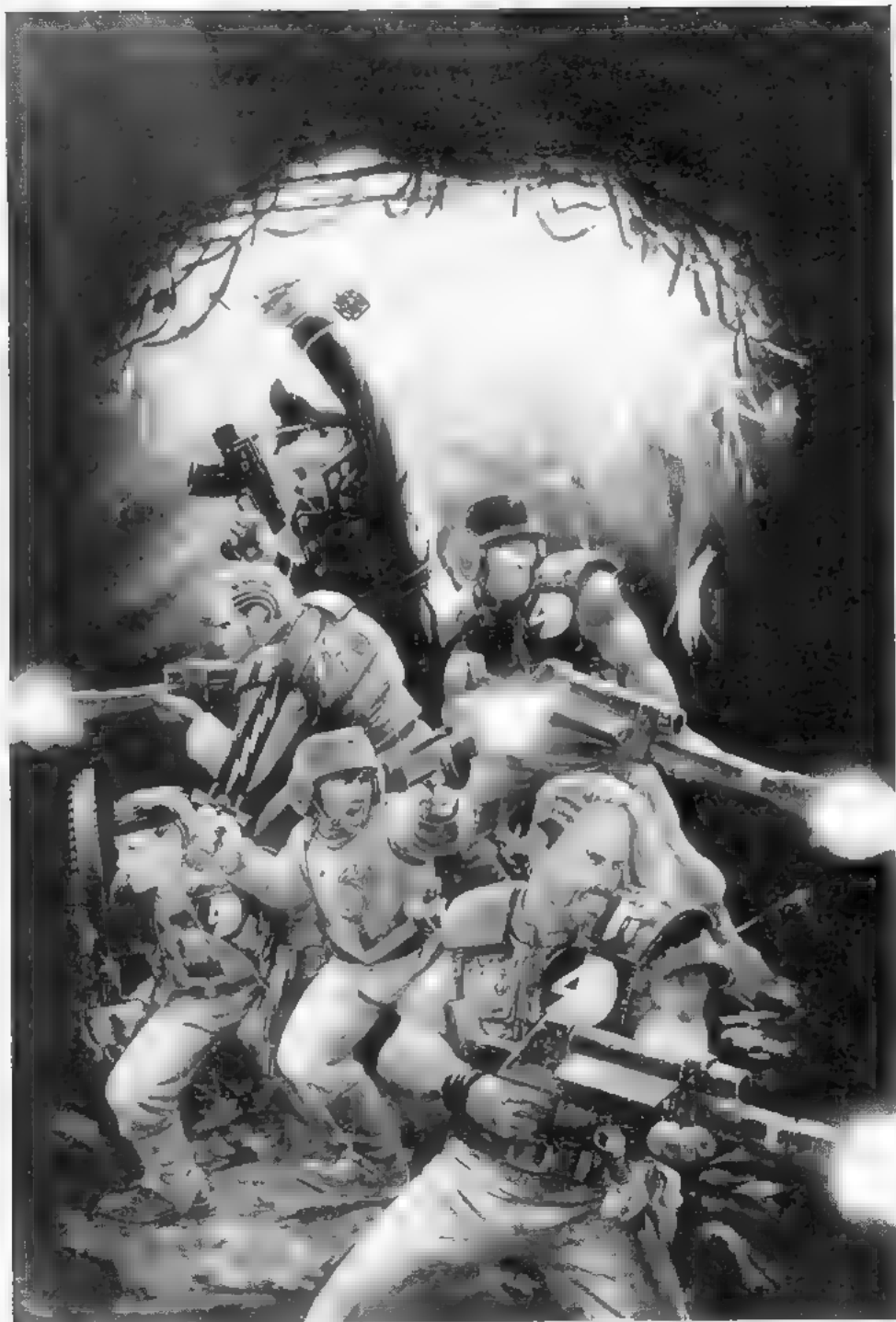
EXAMPLES OF THE COMPLETED IMPERIAL GUARD HEAVY WEAPON MODELS



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Designed by Alan and Michael Perry



DAVE CALAGHER

ROUGH RIDERS

THESE MODELS ARE SUPPLIED WITH A LARGE PLASTIC HORSE, PLASTIC SPEAR SPRUE, HUMAN CLOTHED ARMS SPRUE AND A LAS GUNS AND LAS-CANNON SPRUE AS STANDARD.

EACH ROUGH RIDER MODEL CONSISTS OF 1 SET OF LEGS AND 1 BODY PLEASE STATE WHICH RIDERS BODY YOU REQUIRE WHEN ORDERING



EXAMPLE ROUGH RIDERS

IMPERIAL GUARD RIDERS



AND CHAINWORD
07206011



LAUNCHER
07206007



COMMISSAR
07206005

ALL OF THESE MODELS EXCEPT THE GUARD WITH THE GRENADE LAUNCHER ARE SUPPLIED WITH A HUMAN CLOTHED ARM SPRUE AND A LAS GUNS AND LAS CANNON SPRUE AS STANDARD



CAPTAIN
07206013



07206012



COMMISSAR
07206006



MEDIC
07206015



STANDARD BEARER
07206008



GUARD 1
07206009



GUARD 2
07206010



COMMANDER
07206014



HORSE RIDERS LEGS
072058

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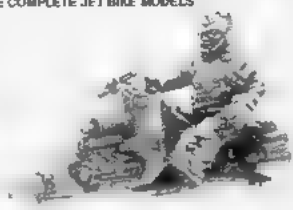


CITADEL
MINIATURES

Designed by the Citadel Design Team

IMPERIAL GUARD ON BIKES

EXAMPLES OF THE COMPLETE JET BIKE MODELS



JET BIKE FAIRING WITH
TWIN BOLT-TER MOUNTS
0720607



JET ENGINE
07206018



STABILIZER FRM
07206019

THE COMPLETE JET BIKE WITH IMPERIAL
GUARD RIDER CONSISTS OF:

- 1 x JET BIKE FAIRING
- 1 x JET ENGINE
- 1 x STABILIZER FRM
- 1 x RIDER'S LEGS
- 1 x RIDER'S BODY

PLEASE STATE WHICH RIDER'S BODY
YOU REQUIRE WHEN ORDERING

IMPERIAL GUARD RIDERS



LIEUTENANT
AND CHAINSWORD
0720601



LAUNCHER
0720607



COMMISSAR
0720605

ALL OF THESE MODELS EXCEPT THE
GUARD WITH THE GRENADE LAUNCHER
ARE SUPPLIED WITH A HUMAN CLOTHED
ARM SPRUE AND A LAS GUN AND LAS
CANNON SPRUE AS STANDARD



CAPTAIN
07206013



LIEUTENANT
07206012



COMMISSAR
0720608



MEDIC
07206015



STANDARD BEARER
0720606



GUARD 1
0720609



GUARD 2
07206010



07206014



RIDER'S LEGS
720604

THE COMPLETE BIKE WITH IMPERIAL
GUARD RIDER CONSISTS OF:

- 1 x BIKE
- 1 x RIDER'S LEGS
- 1 x RIDER'S BODY
- 1 x BIKE FAIRING

PLEASE STATE WHICH RIDER'S BODY AND
BIKE FAIRING YOU REQUIRE WHEN ORDERING



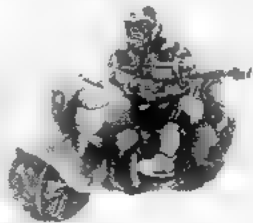
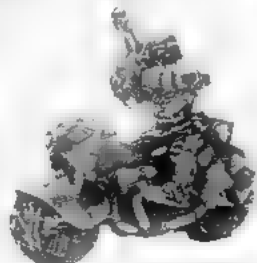
BIKE FAIRING 1
0720602



BIKE FAIRING 2
0720602



BIKE WITH TWIN
BOLT-TER MOUNTS
072060



EXAMPLES OF THE COMPLETE BIKE MODELS

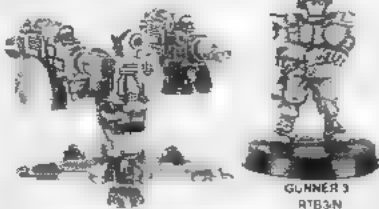
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IMPERIAL ASSAULT WEAPONS

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TARANTULA 1



THIS COMPLETE TARANTULA MODEL CONSISTS OF:
 1 x GUNNER 3 1 x TARANTULA STAND 1
 2 x LAS CANNON 1 x WEAPON SUPPORT 1



TARANTULA STAND 1
RTB3P



WEAPON SUPPORT 1
RTB3O



LAS CANNON
RTB3M

TARANTULA 2



THIS COMPLETE TARANTULA MODEL CONSISTS OF:
 1 x GUNNER 2 1 x TARANTULA STAND 2
 2 x MULTI-MELTA 1 x WEAPON SUPPORT 2
 1 x TARANTULA SHIELD



TARANTULA STAND 2
0721701

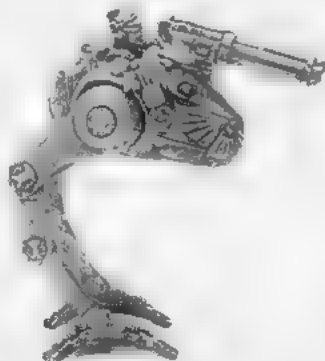


WEAPON SUPPORT 2
0721702



TARANTULA SHIELD
0721704

SENTINEL



THIS COMPLETE SENTINEL MODEL CONSISTS OF:
 1 x SENTINEL BODY 2 x LEG JOINT 1
 2 x LEG JOINT 2 2 x LEG JOINT 3
 2 x FOOT 1 x MULTI-LASER
 AND EITHER DRIVER 1 OR DRIVER 2



SENTINEL BODY
0720451



DRIVER 1
0720455A



DRIVER 2
0720455B



LEG JOINT 1
0720454



MULTI-LASER
0720452



LEG JOINT 2
0720453A



FOOT
0720453C



LEG JOINT 3
0720453B

MOLE MORTAR



SQUAT GUNNER 2
RTB3J

SQUAT LOADER WITH
TUNNEL TORPEDO
RTB3I

THIS COMPLETE MOLE MORTAR MODEL CONSISTS OF:
 1 x SQUAT GUNNER 2 1 x SQUAT LOADER
 1 x MORTAR BARREL 1 x MORTAR STAND



MORTAR BARREL
RTB3A



MORTAR STAND
RTB3K



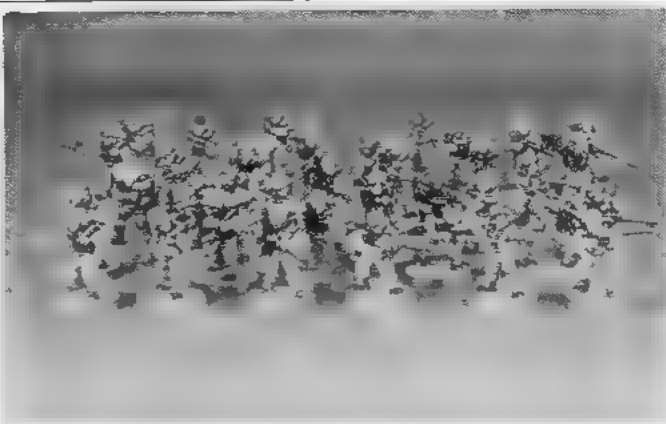


KEVIN WALKER

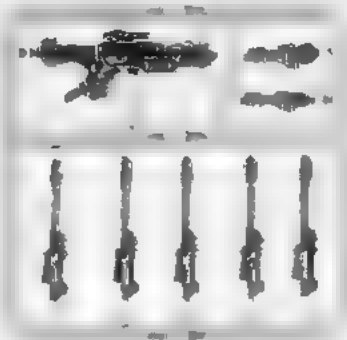
IMPERIAL GUARD



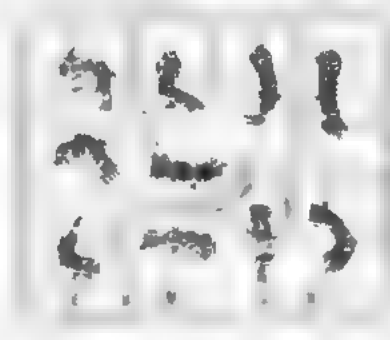
The Imperial Guard boxed set contains enough plastic sprues to make 36 troopers. This plastic kit includes 9 Imperial Guard head and body sprues, 6 las gun and las cannon sprues, 6 Human clothed arms sprues, and 36 round plastic bases



Designed by Alan and Michael Perry

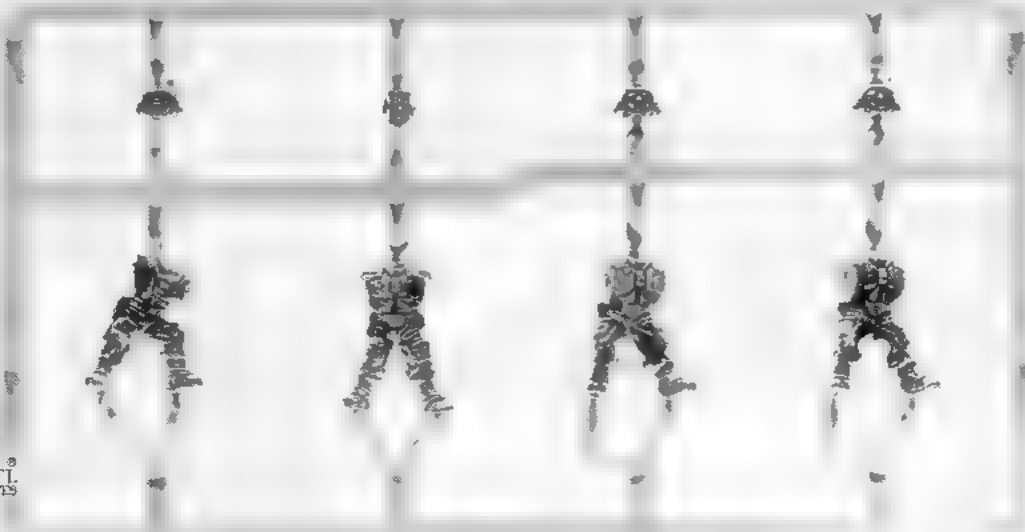


LAS GUN AND LAS CANNON SPRUE
131260



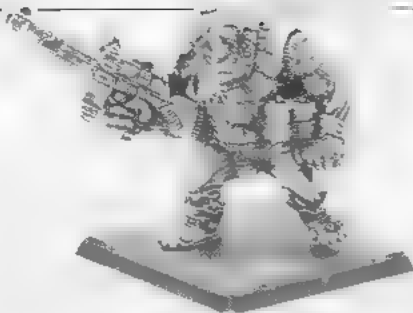
HUMAN CLOTHED ARMS SPRUE
131258

IMPERIAL GUARD HEAD AND BODY SPRUE
131245

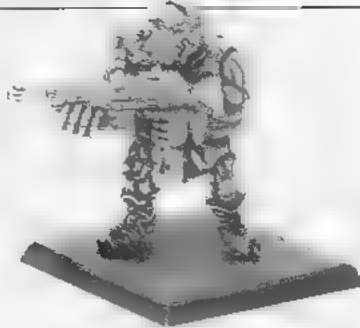


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OGRYNS



OGRYN 1
072084/4
(THIS IS A ONE PIECE MODEL)



OGRYN 2
072084/5
(THIS IS A ONE PIECE MODEL)



BODY 1
072084/2



BODY 2
072084/10



BODY 3
072084/7



BODY 4
072084/12



LEFT ARM 1
072084/20



LEFT ARM 2
072084/8



LEFT ARM 3
072084/3



LEFT ARM 4
072084/24



LEFT ARM 5
072084/11

THE COMPLETE OGRYN MODEL CONSIST OF
1 x BODY
1 x RIPPER GUN
1 x LEFT ARM
PLEASE STATE WHICH LEFT ARM AND
RIPPER GUN YOU REQUIRE WHEN ORDERING



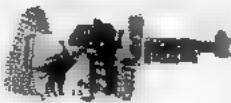
RIPPER GUN 1
072084/17



RIPPER GUN 2
072084/27



RIPPER GUN 3
072084/6



RIPPER GUN 4
072084/27



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CITADEL
MINIATURES

Designed by the Citadel Design Team

OGRYNS



HEAD 1
072084/28



HEAD 2
072084/30



HEAD 3
072084/22



HEAD 4
072084/18



HEAD 5
072084/29



HEAD 6
072084/29



BODY FRONT 1
072084/23



BODY FRONT 2
072084/21



BODY FRONT 3
072084/13



BANNER POLE
072084/15



BODY BACK 1
072084/25



BODY BACK 2
072084/11



BODY BACK 3
072084/16



LEFT ARM 1
072084/20



LEFT ARM 2
072084/8



LEFT ARM 3
072084/3



LEFT ARM 4
072084/24



LEFT ARM 6
072084/11



RIPPER GUN 1
072084/17



RIPPER GUN 2
072084/27



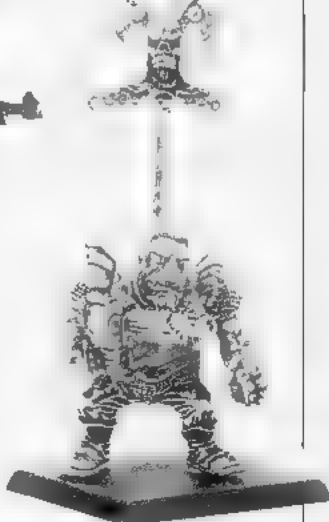
RIPPER GUN 3
072084/6



RIPPER GUN 4
072084/27



THE COMPLETE OGRYN MODEL CONSISTS OF
 1 x BODY FRONT
 1 x BODY BACK
 1 x HEAD
 1 x RIPPER GUN
 1 x LEFT ARM
 1 x BANNER POLE
 PLEASE STATE WHICH ITEMS YOU
 REQUIRE WHEN YOU ORDER



EXAMPLES OF THE COMPLETED OGRYN MODELS

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Designed by the Citadel Design Team

SQUATS

STANDARD BEARERS



LAS PISTOL 1
07101022A

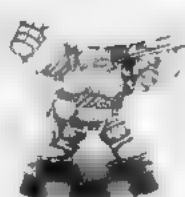


LAS PISTOL 2
07101022B



LAS PISTOL 3
07101022C

CHAMPIONS



POWER GLOVE AND
BOLTER 1
07101032A



POWER GLOVE AND
BOLTER 2
07101032B



POWER GLOVE AND
POWER AXE
07101032C

OFFICERS



LAS PISTOL AND
CHAIN SWORD 1
07101025A



07101025B



LAS PISTOL AND
CHAIN SWORD 3
07101025C

MUSICIANS



SYNTHESIZER 1
07101037A



SYNTHESIZER 2
07101037B



SYNTHESIZER 3
07101037C

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CITADEL
MINIATURES

Designed by Alan and Michael Perry

SQUATS



LAS PISTOL 1
07 0101



AUTOGUN 1
0710103



FLAMER 1
0710104



LAS GUN 1
0710102



PLASMA GUN 1
07 0105



MELTA GUN 1
0710107



AUTO GUN 2
07101014



SHURKEN CATAPULT
07101013



LAS GUN 2
0710106



LAS PISTOL AND
HAND FLAMER
0710109



AUTOGUN 3
07 010 5



HAND FLAMER
07101016



LAS GUN 3
07101018



LAS GUN 4
07101020



AUTO GUN 4
07101017



PLASMA GUN 2
07101021



LAS PISTOL
07101023



LAS GUN 5
07101024



LAS PISTOL 2
07101030



LAS PISTOL 3
07101028



MELTA GUN 2
07101028



LAS GUN 6
07101029



BOLT PISTOL
0710 029



GRENADE LAUNCHER
07251630



LAS GUN 7
0710 09



LAS GUN 8
07101011



LAS PISTOL 4
07101012



LAS GUN 9
07101040



BOLT
07101034



FLAMER 2
07 01038

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Designed by the Citadel Design Team with Alan and Michael Perry

SQUATS

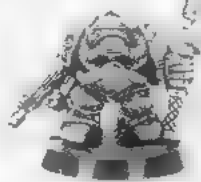
ALL OF THESE MODELS EXCEPT THOSE MARKED WITH AN ASTERIX ARE SUPPLIED WITH A SQUAT ARM SPRUE AND A LAS GUN AND HEAVY BOLTER SPRUE AS STANDARD



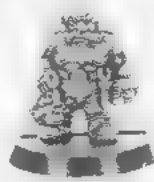
MEDIC WITH
LAS GUN*
0721 7/24



MEDIC WITH
CHAINSWORD*
0721 17/27



ADEPTUS
MECHANICUS*
0721 17/45



SERVITOR*
0721 17/42



WARLORD
07100 1/4



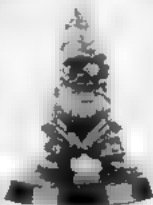
HEARTH GUARD 1
071007/8



HEARTH GUARD 2
071007/6



HEARTH GUARD 3
071007/5



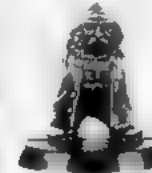
HEARTH GUARD 4
071007/7



LIVING ANCESTOR 1
071007/12



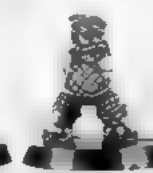
LIVING ANCESTOR 2
071007/13



GUILD MASTER 1
071007/10



GUILD MASTER 2
071007/17



SQUAT 1
071007/2



SQUAT 2
071007/3



WOUNDED 1
071007/1



SQUAT 3
071007/1



BIKER 1
071007/18



BIKER 2
071007/14



BIKER 3
071007/15



BIKER 4
071007/18



WOUNDED 2*
0710 0-18A



ADVENTURER 1
071007/3



ADVENTURER 2
071007/9



ADVENTURER 3
071105/2



ADVENTURER 4
071105/5

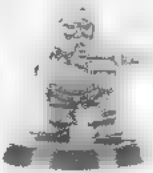


ADVENTURER 5
071105/4



WOUNDED 3*
071010/18B

EXAMPLES OF THE COMPLETED MODELS

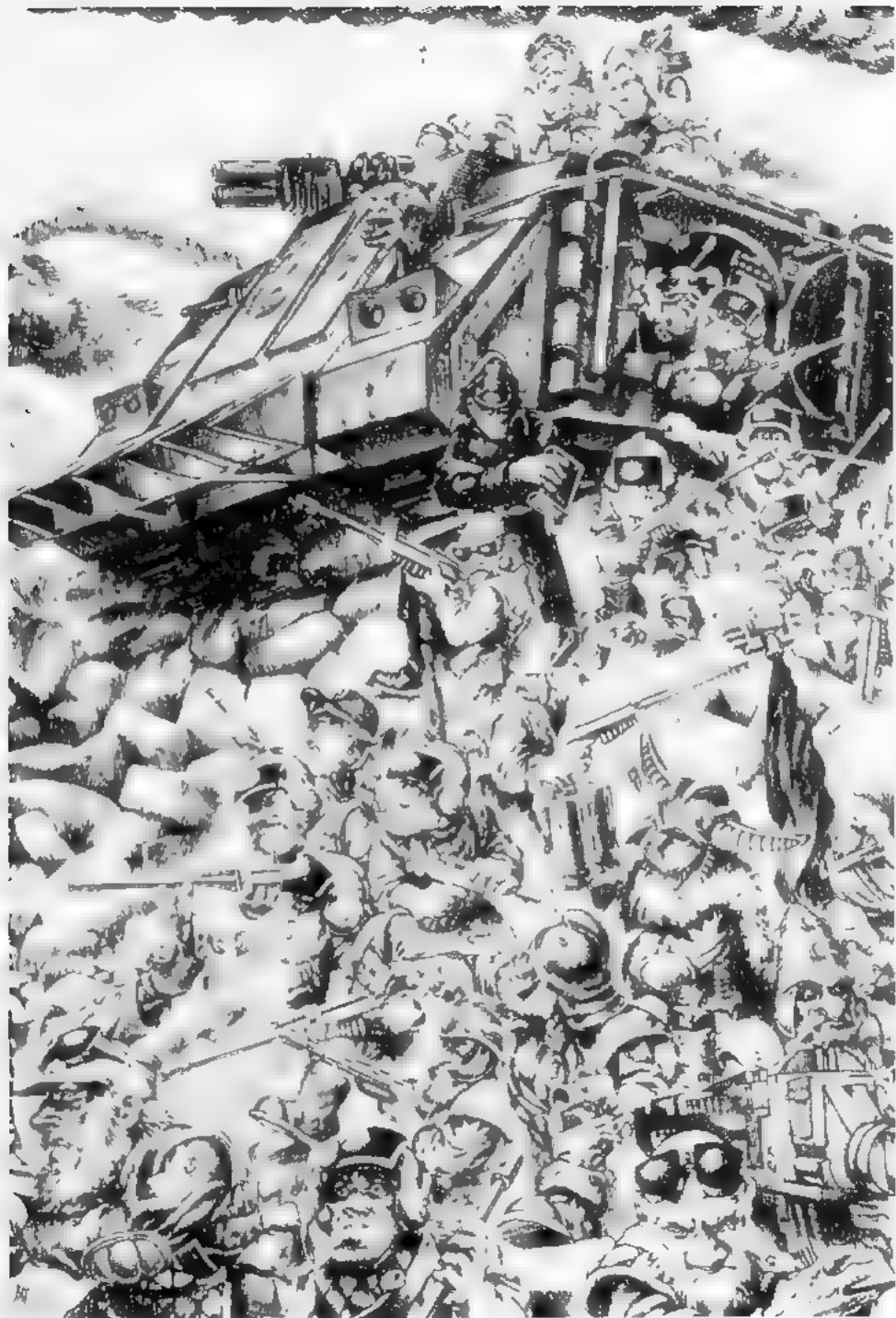


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CITADEL
MINIATURES

Designed by Michael and Alan Perry



SQUAT BIKERS

SQUAT RIDERS

ALL OF THESE MODELS EXCEPT THOSE MARKED WITH AN ASTERISK ARE SUPPLIED WITH A SQUAT ARM SPRUE AND A LAS GUN AND HEAVY BOLTER SPRUE AS STANDARD



WARLORD
07'0344



HEARTH GUARD
07'0345



GUILD MASTER
07'0343



BIKER 1
07'0342



BIKER 2*
07'0348



BIKER 3*
07'0349



BIKER 4*
07'0347



BIKER 5*
07'0341



BIKER 6*
07'0346



LIVING ANCESTOR
SIDE CAR PASSENGER*
07'0340



TRIKE CHASSIS
07'0343



BIKE CHASSIS
07'03415



SWIVEL MOUNTED
MULTI MELTA
RIFLE



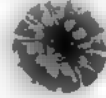
HEAD LIGHTS
07'03416B



TRIKE WHEEL
07'03414



BIKE WHEEL
07'03417



SIDE CAR WHEEL
07'03418



SIDE CAR WHEEL
07'03412



SIDE CAR
07'03411

THE COMPLETE HEAVY WEAPON TRIKE WITH SQUAT RIDER CONSISTS OF:

- 1 x BOLTERS OR HEADLIGHTS
 - 1 x TRIKE CHASSIS
 - 1 x FRONT WHEEL
 - 1 x SQUAT RIDER
 - 1 x PLASTIC ARMED SQUAT FROM PAGE 54 FOR THE GUNNER
 - 2 x TRIKE WHEELS
 - 1 x SWIVEL MOUNTED MULT MELTA RIFLE
- PLEASE STATE WHICH ITEMS YOU REQUIRE

THE COMPLETE BIKE WITH SQUAT RIDER CONSISTS OF:

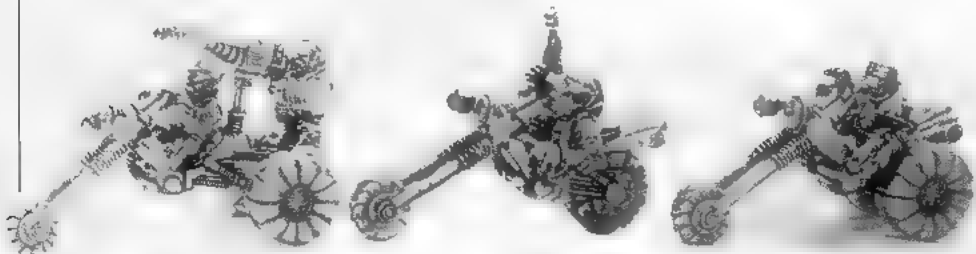
- 1 x BOLTERS OR HEADLIGHTS
 - 1 x BIKE CHASSIS
 - 1 x FRONT WHEEL
 - 1 x SQUAT RIDER
 - 1 x BIKE WHEEL
- PLEASE STATE WHICH ITEMS YOU REQUIRE

THE COMPLETE BIKE WITH LIVING ANCESTOR SIDE CAR PASSENGER CONSISTS OF:

- 1 x COMPLETE BIKE WITH SQUAT RIDER
- 1 x SIDE CAR WHEEL
- 1 x LIVING ANCESTOR
- 1 x SIDE CAR

THE COMPLETE TRIKE WITH SQUAT RIDER CONSISTS OF:

- 1 x BOLTERS OR HEADLIGHTS
 - 1 x BIKE CHASSIS
 - 1 x FRONT WHEEL
 - 1 x SQUAT RIDER
 - 2 x TRIKE WHEELS
- PLEASE STATE WHICH ITEMS YOU REQUIRE



EXAMPLES OF THE COMPLETED SQUAT BIKER MODELS

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Designed by Michael Perry

SQUAT HEAVY WEAPONS

ALL OF THE GUNNER MODELS ARE SUPPLIED WITH ONE OF THE WEAPONS SHOWN. PLEASE STATE WEAPON CHOICE WHEN ORDERING.



COMMANDER 1
07 01027



LOADER WITH
MAGAZINE
07204510



GUNNER 1
072 20 0



COMMANDER 2
07210920



LOADER WITH
PLASMA GUN
07101620



GUNNER 2
072 20



LAS CANNON
07212012



HEAVY BOLTER
072112014



CONVERSION BEAMER
07212015



MELTA II MELTA
072 20 3



EXAMPLES OF THE COMPLETED SQUAT HEAVY WEAPON MODELS

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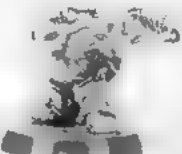


CHAOS SQUATS

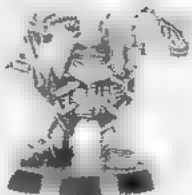
THESE MODELS ARE SUPPLIED WITH PLASTIC CHAOS BACK PACKS AS STANDARD



CHAOS SQUAT IN
POWER ARMOUR 1
07 0853

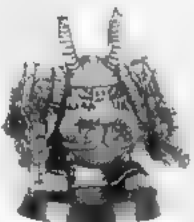


CHAOS SQUAT IN
POWER ARMOUR 2
0710852



CHAOS SQUAT IN
POWER ARMOUR 3
07 0851

THE COMPLETE CHAOS SQUAT
IN EXO-ARMOUR CONSISTS OF
1 x CHAOS EXO-ARMOUR BODY
1 x CHAOS BOLTER ARM
1 x CHAINWORD ARM
PLEASE STATE WHICH
ITEMS YOU REQUIRE



EXAMPLES OF THE COMPLETED CHAOS
SQUATS IN EXO-ARMOUR MODELS.



CHAOS EXO-
ARMOUR BODY 1
0710736



CHAOS EXO-
ARMOUR BODY 2
0710735



CHAOS BOLTER ARM
0710737



CHAINWORD ARM
0710738

THESE MINIATURES ARE ALL SUPPLIED WITH A SQUAT ARM SPRUE
AND A LAS GUN AND HEAVY BOLTER SPRUE AS STANDARD



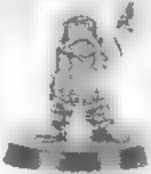
HORNS
0710856



BEAST LEG
07 3855



TENTACLES
0710857



CLAW
0710854



SKULL HEAD
07 0858

EXAMPLES OF THE COMPLETED CHAOS SQUAT MODELS



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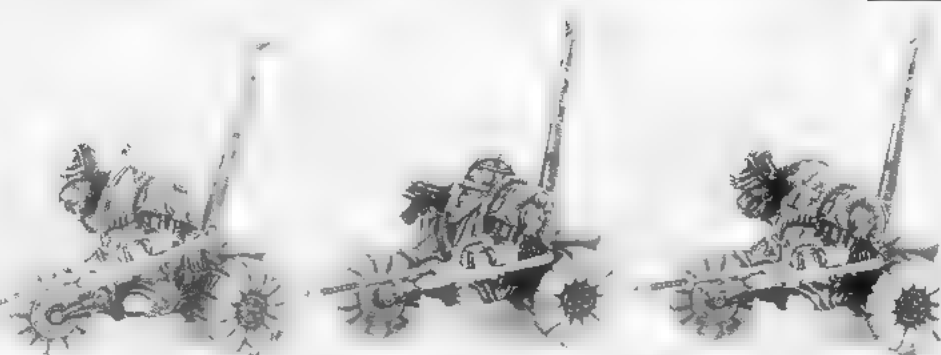


CITADEL
MINIATURES

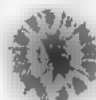
Designed by Michael and Alan Perry

SQUATS IN EXO-ARMOUR

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EXAMPLES OF THE SQUAT EXO-ARMOUR ON TRIKE MODELS



TRIKE WHEEL
071034/8



BIKE WHEEL
071034/7



TRIKE CHASSIS
071073/0



LANCE ARM
071073/9



BANNER POLE
071073/11



EXO-ARMOUR BODY 1
071073/1



EXO-ARMOUR BODY 2
071073/12



EXO-ARMOUR BODY 3
071073/2



BOLTER ARM
071073/3



POWER AXE ARM
071073/4

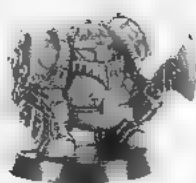
THE COMPLETE SQUAT EXO-ARMOUR ON TRIKE MODEL CONSISTS OF:

- 1 x BIKE WHEEL
- 1 x TRIKE CHASSIS
- 2 x TRIKE WHEELS
- 1 x BANNER POLE
- 1 x LANCE ARM
- 1 x BOLTER ARM

1 x EXO-ARMOUR BODY
PLEASE STATE WHICH ITEMS YOU REQUIRE

THE COMPLETE SQUAT N EXO-ARMOUR CONSISTS OF:

- 1 x EXO-ARMOUR BODY
 - 1 x BOLTER ARM
 - 1 x POWER AXE ARM
- PLEASE STATE WHICH ITEMS YOU REQUIRE



EXAMPLE OF THE COMPLETED SQUATS IN EXO-ARMOUR MODELS



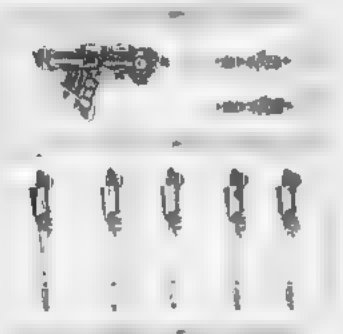
CITADEL
MINIATURES

Designed by Michael Perry

SPACE DWARFS



The Space Dwarfs boxed set contains enough plastic sprues to make 36 Space Dwarf Mercenary warriors. This plastic kit includes 9 Squat head and body sprues, 6 Las guns and Heavy bolter sprues, 8 Squat arm sprues, 8 Squat arms sprues and 36 round plastic bases



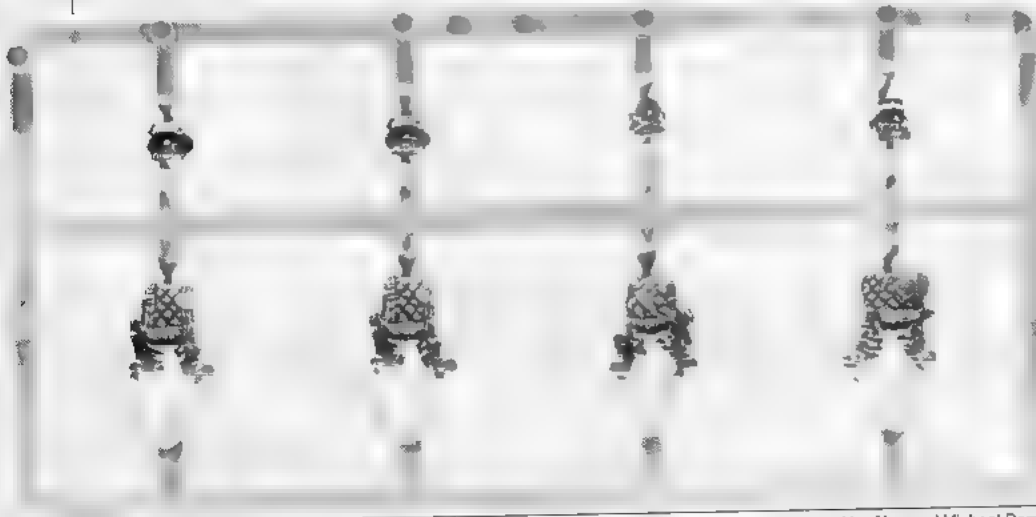
LAS GUNS AND HEAVY BOLTER SPRUE
132129



SQUAT HEAD AND BODY SPRUE
131304



SQUAT ARM SPRUE
132137



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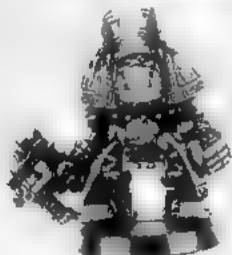


CITADEL
ARCHITECTURE

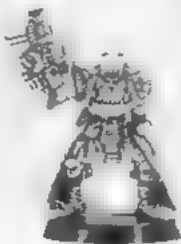
Designed by Alan and Michael Perry



ORK BOSSES



BAD MOON 1*
0706694



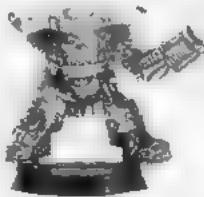
DEATH SKULL
0706696



BLOOD AXE 1*
0706691



BAD MOON 2
0706691*



GOF 1
0706693

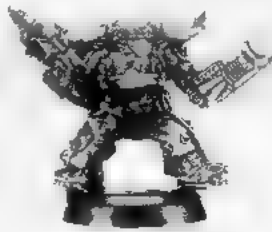
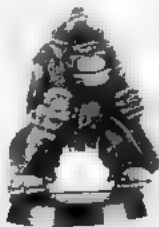


EVIL SUNZ 1
0706695



SNAKE BITE 1
0706692

THESE MODELS, EXCEPT THOSE MARKED WITH AN ASTERISK, ARE ALL SUPPLIED WITH A ORK ARMS SPRUE AND AN ORK WEAPONS SPRUE AS STANDARD.



EXAMPLES OF THE COMPLETED ORK BOSSES

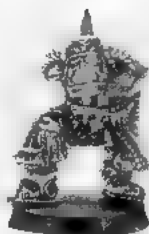
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CLAYTON
MINIATURES

Designed by Kev Adams

ORK BOSSES



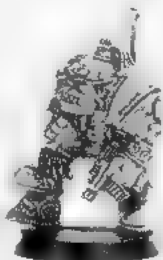
GOFF 2
07056 15



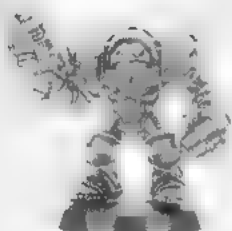
KJSTOM WEAPON 1*
070561 11



BIONK ARM AND
KJSTOM WEAPON 2*
070561 2



BAD MOON 3*
070561 4
SEPERATE BANNER POLE
070561 5



BOL TA AND
POWER FIST*
07058 11



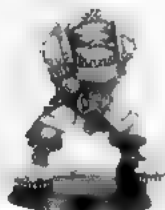
BIONK EYE*
070561 3



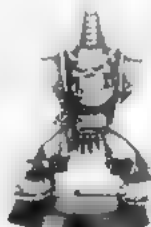
PLASMA GUN*
070561 13



KJSTOM
BIONK ARM*
070561 12



BLOOD AXE 2
070561 9



SNAKE BITE 2
070561 7

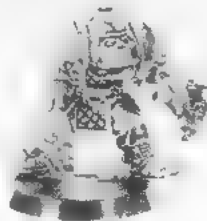
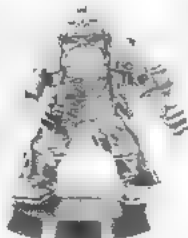


GOFF 3
070561 8



EWL SUNZ 2
07056 0

THESE MODELS, EXCEPT THOSE MARKED WITH AN ASTERIX, ARE ALL SUPPLIED WITH A ORK ARMS SPRUE AND AN ORK WEAPONS SPRUE AS STANDARD.



EXAMPLES OF THE COMPLETED ORK BOSSES

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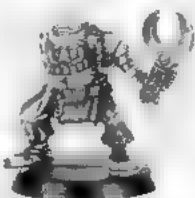
Designed by Kev Adams

PAINBOYZ

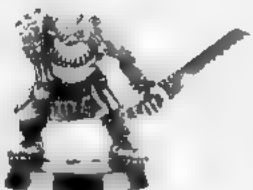
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SPRUE AND AN ORK WEAPONS SPRUE AS STANDARD.



SCISSORS
07062011



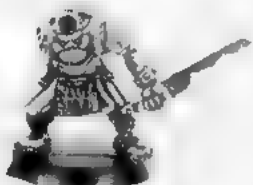
STAINLESS STEEL SKULL
07062023



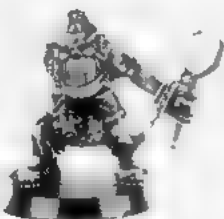
BONE SAW 1
07062022



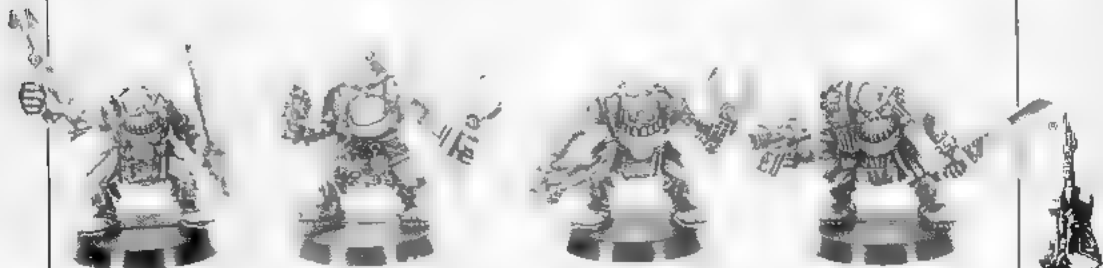
PINCERS
07062010



BONE SAW 2
07062012



HAMMER SQUIG
07062024



EXAMPLES OF THE COMPLETED PAINBOYZ.

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ORK DREADNOUGHT

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UPPER TORSO SECTION
070644/1



MIDDLE TORSO SECTION
070644/2



LOWER TORSO SECTION
070644/3



LAS CANNON
RT83M



HEAVY PLASMA GUN
072129/5



STRAIGHT POWER CLAW ARM
070644/5



LONG LEG
070644/10



HATCH
070644/4



BANNER POLE
070644/5



HEAVY FLAMER
072129/3



BENT POWER CLAW ARM



LEG
070644/11



GRETCHIN PILOT
070644/6



MISSILE LAUNCHER
072129/4

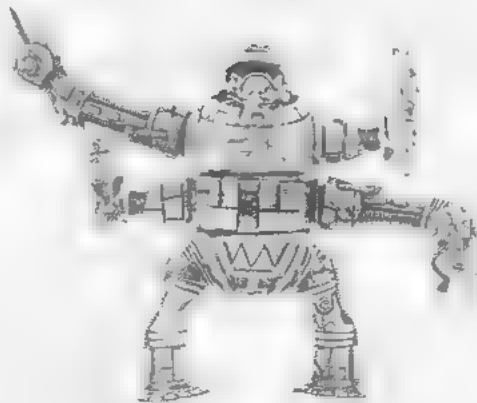


WEAPON MOUNT
070644/7

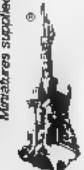
THE COMPLETE ORK DREADNOUGHT CONSISTS OF

- 1 x UPPER TORSO SECTION
- 1 x MIDDLE TORSO SECTION
- 1 x LOWER TORSO SECTION
- 2 x POWER CLAW ARMS
- 1 x GRETCHIN PILOT
- 1 x BANNER POLE
- 2 x WEAPON MOUNTS
- 2 x WEAPONS
- 2 x LEGS
- 1 x HATCH

PLEASE STATE WHICH LEGS, WEAPONS AND POWER CLAW ARMS WHEN YOU ORDER.



EXAMPLE OF THE COMPLETED ORK DREADNOUGHT

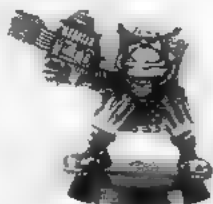


CITADEL
MINIATURES

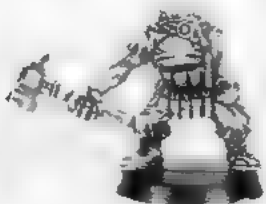
Designed by Kev Adams

MEKBOYZ

THESE MODELS ARE ALL SUPPLIED WITH A ORK ARMS
SPRUE AND AN ORK WEAPONS SPRUE AS STANDARD.



KJSTOM WEAPON 1
0706202



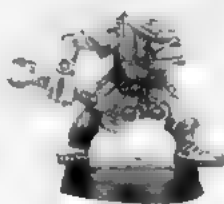
BIG HAMMER
07062019



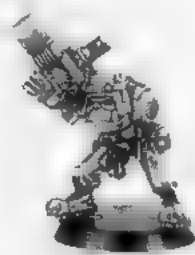
FLAME THROWER
07062020



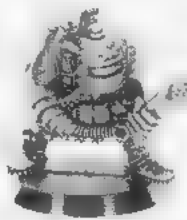
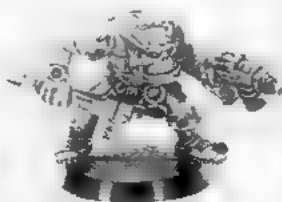
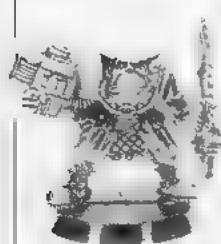
CUTTERS
0706203



WRENCH
0706202



KUSTOM WEAPON 2
0706201



EXAMPLES OF THE COMPLETED MEKBOYZ.

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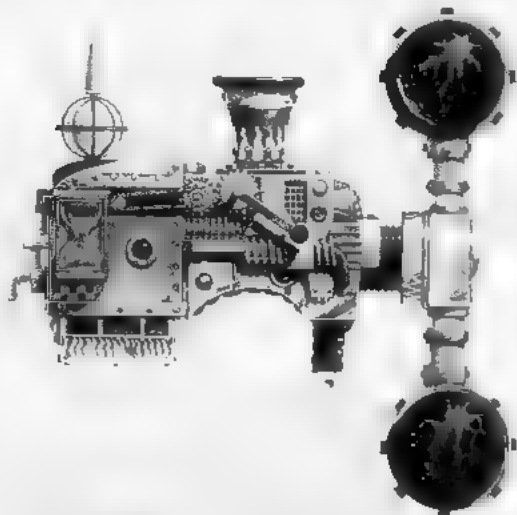
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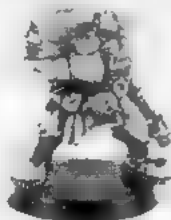
ORK INVENTIONS

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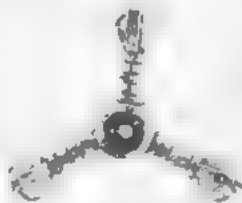


AN EXAMPLE OF THE COMPLETED SHOKK ATTACK GUN

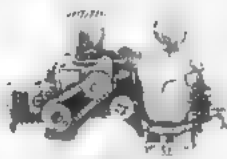
SHOKK ATTACK GUN THIS MODEL IS SUPPLIED WITH A ORK ARMS SPRUE AS STANDARD



MEK BOY
070698/3



070696/1



FIELD GENERATOR
070696/2

RUNTBOT



BODY
070671/1

THE COMPLETE RUNTBOT MODEL CONSISTS OF:
1 x BODY
2 x BOMB LOBBERS

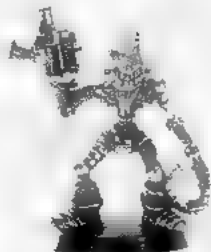


070671/2



THIS IS THE ASSEMBLED MODEL

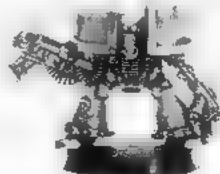
ROBOTZ



***ELDAR TINBOY**
070671/5



***SQUAT TINBOY**
070671/3



***MARINE TINBOY**
070671/4



Designed by Kev Adams

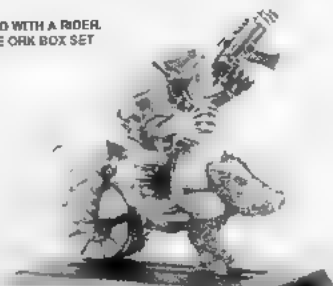
ORK CYBOAR

Designed by Colin Dixon

NOTE THAT THE ORK CYBOAR IS NOT SUPPLIED WITH A RIDER.
ANY OF THE PLASTIC ORKS FROM THE SPACE ORK BOX SET
WILL FIT ON THIS MODEL.



ORK CYBOAR
070598/7

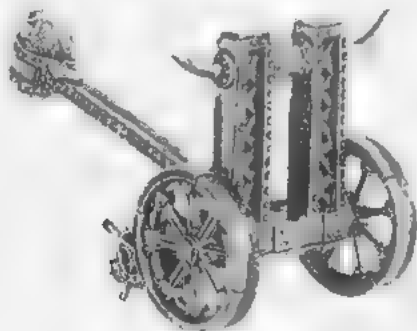


AN EXAMPLE OF A PLASTIC SPACE ORK
RIDING THE ORK CYBOAR

SQUIG KATAPULT

Designed by Kev Adams

THIS MODEL IS SUPPLIED WITH A
ORK ARMS SPRUE AS STANDARD



THE COMPLETED KATAPULT



RUNTHERD WITH WHIP
070703/6



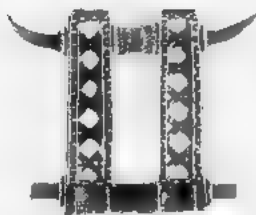
RUNT WITH
DAGGER
070703/8



SQUIG POT
070703/8



RUNT WITH A
BAG OF SQUIGS
070703/7



KATAPULT
FRONT
070703/1



KATAPULT
BASE
070703/2



WHEEL
07204/8



WINDING
HANDLE
070703/4



FILE OF
SQUIGS
070703/5



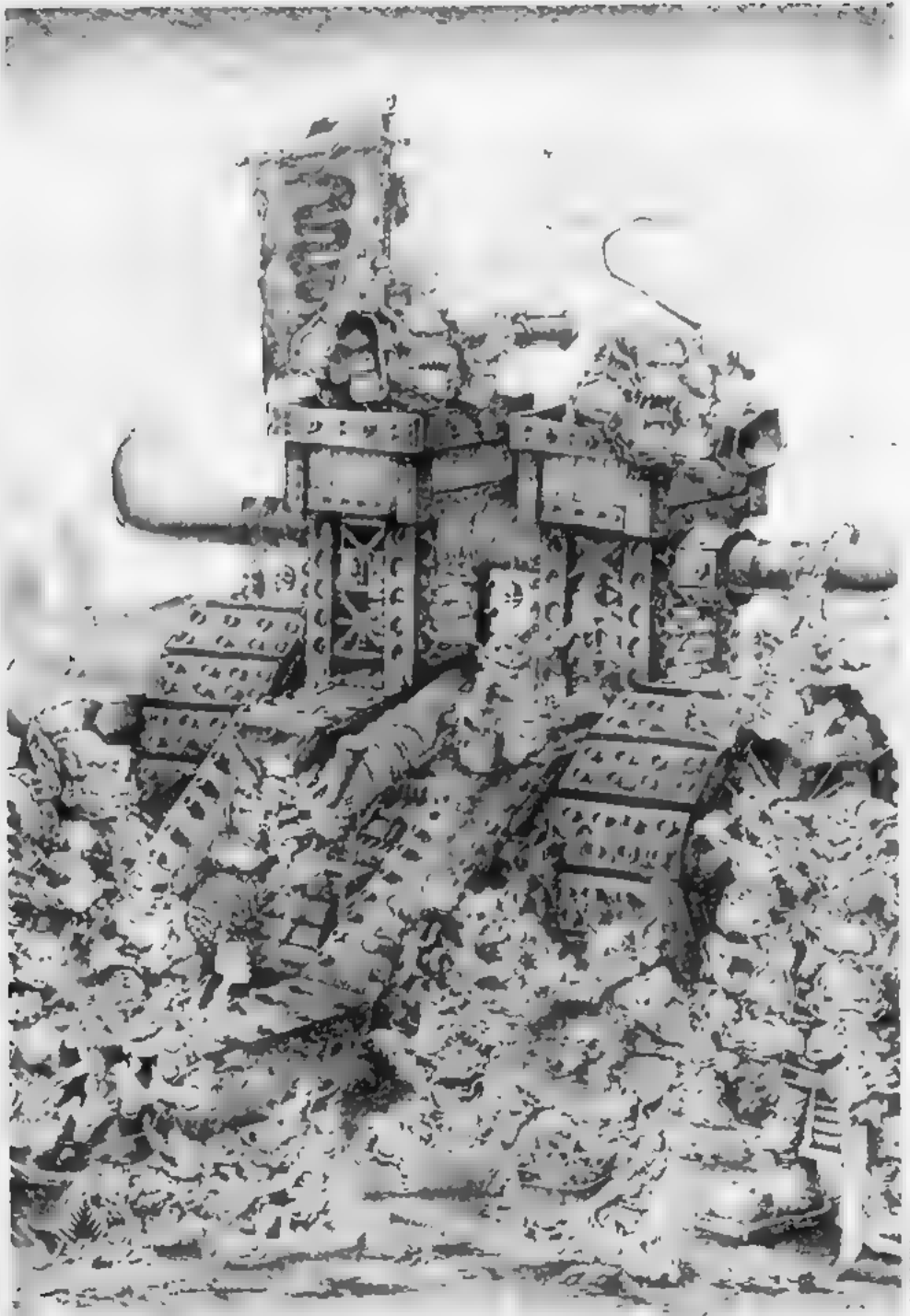
KATAPULT
ARM
070703/3

THE COMPLETE SQUIG KATAPULT CONSISTS OF
1 x RUNTHERD WITH WHIP
1 x RUNT WITH BUZZER SQUIG POT
1 x RUNT WITH A BAG OF SQUIGS
1 x FILE OF SQUIGS
1 x KATAPULT FRONT
1 x RUNT WITH DAGGER
2 x WHEELS
1 x WINDING HANDLE
1 x KATAPULT BASE
1 x KATAPULT ARM

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MINIATURES



IN THE PICTURE

RUNTHERDZ RUNTS & SQUIGS

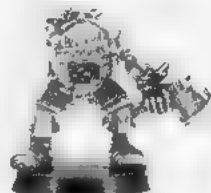
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SPRUE AND AN ORK WEAPONS SPRUE AS STANDARD.



Snake Biter Runt
with Runt Pole
070620/4



Runt with
Runt Hook and Peg Leg
070620/7



Death Skull Runt
with Megaphone
070620/18



Runt with
Hook Hand
070620/3



Snake Biter Runt
with Bionic Hook Arm
070620/16



Runt with
Megaphone
070620/15



Runt Selling
Squigs
070669/04



Runt with
Serving Platter
070669/9A



Runt with
Cutters
070669/10B



Runt with
Cutters
070669/08



Runt with Stikk Bomb
and Ammo Box
070669/10C



Runt with
Plans
070669/10D



Runt with
Shell
070669/9C



Runt with
Pennant
070669/9D



Squig 4
070669/7A



Squig 1
070669/8A



Squig 2
070669/8B



Squig 3
070669/8C



Squig 6
070669/7B



Squig 7
070669/7C

EXAMPLES OF THE COMPLETED RUNTHERD MODELS.



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Designed by Kev Adams

GRETCHIN



CARRYING A
AMMO BOX AND
SHOTGUN
070559/1



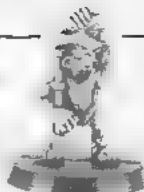
CARRYING
A WRENCH
070559/14



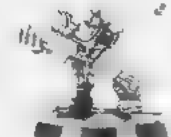
ARMED WITH A
KNIFE AND SAWN
OFF SHOTGUN 1
070559/12



GRETCHIN WITH A
PEG LEG AND
BLUNDERBUSS
070559/15



LOADING A
BLUNDERBUSS
070559/10



ARMED WITH A
BLUNDERBUSS 1
070559/7



ARMED WITH A
KNIFE AND SAWN
OFF SHOTGUN 2
070559



ARMED WITH A
BLUNDERBUSS 2
070559/15



ARMED WITH A
SHOTGUN 1
070559/9



ARMED WITH A
BLUNDERBUSS 3
070559/8



ARMED WITH A
SAWN OFF SHOTGUN
070559/13



ARMED WITH A
BLUNDERBUSS 4
070559/4



CARRYING A
BOLTER
070561/6



ARMED WITH A
BLUNDERBUSS 5
070559/6



ARMED WITH A
KNIFE AND SAWN
OFF SHOTGUN 3
070559/5



ARMED WITH A
BLUNDERBUSS 6
070559/7



ARMED WITH A
BLUNDERBUSS 7
070559/6



ARMED WITH A
BLUNDERBUSS 8
070559/3



FREEBOOTER
GRETCHIN ARMED
WITH A SHOTGUN 1
070559/22



ARMED WITH A
BLUNDERBUSS 9
070559/8



ARMED WITH A
SHOTGUN 2
070559/8



FREEBOOTER
GRETCHIN ARMED
WITH A SHOTGUN 2
070559/20



FREEBOOTER
GRETCHIN ARMED
WITH A KNIFE AND A
SAWN OFF SHOTGUN
070559/8



ARMED WITH A
BLUNDERBUSS 10
070559/17



ARMED WITH A
BLUNDERBUSS 1
070559/19



ARMED WITH A
KNIFE AND SAWN
OFF SHOTGUN 4
070559/2



PLAYING
SCOUPIPES
070559/25



CARRYING A
BAD MOON
BANNER POLE
070559/24



CARRYING A
TORCH AND
ARMED WITH A
BLUNDERBUSS
070559/23



FREEBOOTER
GRETCHIN WITH
BLUNDERBUSS
070559/21

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Designed by Kev Adams with Colin Dixon

ORK MADBOYZ

THESE MODELS ARE ALL SUPPLIED WITH A ORK ARMS
SPRUE AND AN ORK WEAPONS SPRUE AS STANDARD



MADBOY 1
07061814



MADBOY 2
07061816



MADBOY 3
07061813



MADBOY 4
07061811



MADBOY 5
07061818



MADBOY 6
07061814



MADBOY 7
07061817



MADBOY 8
07061811



MADBOY 9
07061822



MADBOY 10
07061815



MADBOY 11
07061817



MADBOY 12
07061818



MADBOY 13
07061819



MADBOY 14
07061813



MADBOY 15
07061810



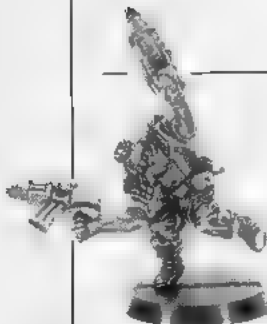
MADBOY 16
07061815



MADBOY 17
07061818



MADBOY 18
07061812



EXAMPLES OF THE COMPLETED ORK MADBOYZ

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Designed by Kev Adams with the Citadel Design Team

WEIRD BOYZ



BLOOD AXE
0706208

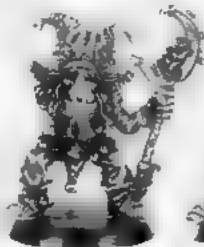
SNAKE BITE
0706209

EVIL S.J.N.Z
0706204

GOFF
0706207

DEATH SKULL
0706205

ALL OF THESE MODELS, EXCEPT FOR THE GOFF, ARE SUPPLIED WITH A ORK ARMS SPRUE AND AN ORK WEAPONS SPRUE AS STANDARD.



BAD MOON
0706206



WEIRD BOY 1
0706575

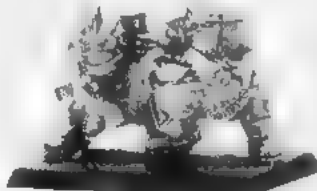


WEIRD BOY 2
0706574

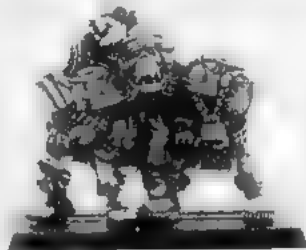


WARHEAD WEIRDBOY
07068315

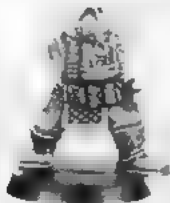
MINDERZ



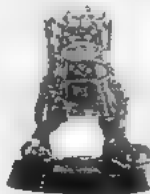
MINDERZ FIRING
WEIRD BOY
0706572



MINDERZ HOLDING
WEIRD BOY
0706571



MINDER 1
07060525

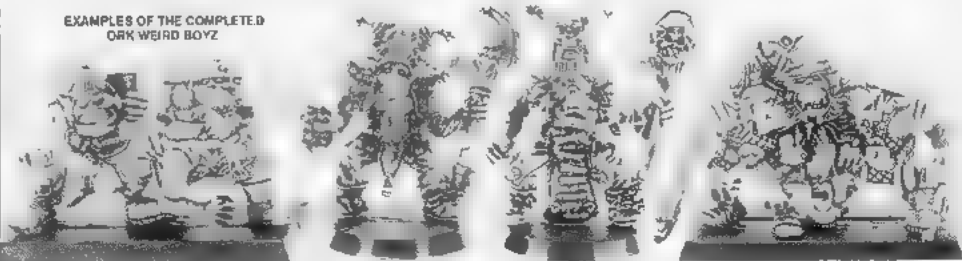


FREEBOOTER MINDER
0706570



MINDER HOLDING
COPPER STAFF
07060519

EXAMPLES OF THE COMPLETED ORK WEIRD BOYZ



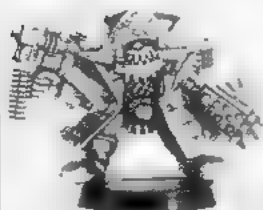
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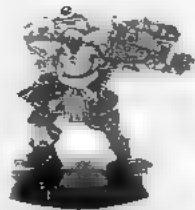
CITADEL
MINIATURES

Designed by Kev Adams with the Citadel Design Team

ORK FREEBOOTERZ



FLASH QIT NOB WITH POWER CLAW AND KUSTOM WEAPON*
070561/14



BIONK WEAPON
070683/6



BAD DOG WITH BIONK POWER CLAW
070683/7



FREEBOOTER BOY 1
070683/3



FREEBOOTER BOY 2
070683/5



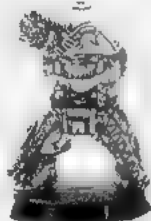
FREEBOOTER KAPTIN
070683/4



STORMBOY OF KHORNE
070683/



PIRATE WITH BIONK BODY*
070683/2



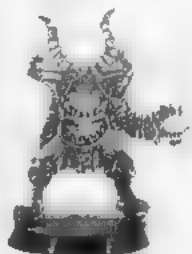
FLASH QIT NOB
070683/14



FREEBOOTER BOY 3
070683/13



ORK/GEMSTEALER HYBRID
070683/12



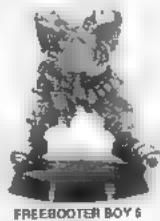
ORK CHAOS CHAMPION
070683/8



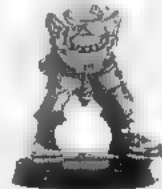
FREEBOOTER BOY 4
070683/9



ORK MUTANT
070683/10



FREEBOOTER BOY 5
070683/



FREEBOOTER BOY 6
07583/ 6

ALL OF THESE MODELS, EXCEPT THOSE MARKED WITH AN ASTERIX, ARE SUPPLIED WITH A ORK ARMS SPRUE AND AN ORK WEAPONS SPRUE AS STANDARD.

EXAMPLES OF THE COMPLETED ORK FREEBOOTERZ



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CITADEL
MINIATURES

Designed by Kev Adams

ORK BOYZ

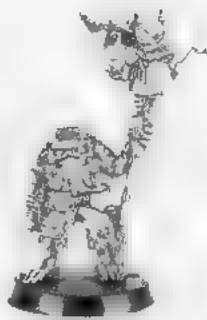
STANDARD BEARERS



BOLTA AND
HELMET 1
07051010



BOLTA AND
HELMET 2
07051015



BOLTA AND
GOGGLES
07051017

COMMANDERS



BOLTA AND
POWER ARM 1
0705 038

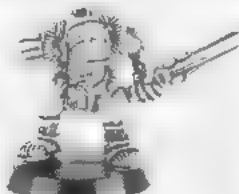


PLASMA PISTOL
AND POWER ARM
07051045

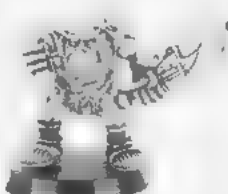


BOLTA AND
POWER ARM 2
07051031

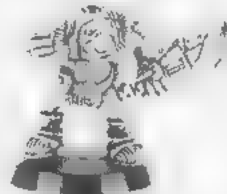
CHAMPIONS



POWER SWORD,
HELM AND GOGGLES
07051034

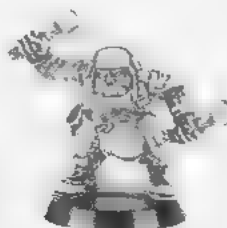


POWER AXE
07051036



POWER AXE AND HELM
0705 041

MUSICIANS



DRUM AND HELMET
07051068



DRUM AND CAP
07051067

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CITADEL
MINIATURES

Designed by Kev Adams

ORK BOYZ



BOLTA 1
0705 032



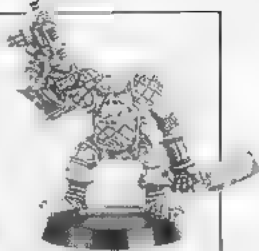
BOLTA 2
0705102



STIKKBOMB 1
07051054



BOLTA AND CHAINWORD 1
07051043



BOLTA AND KLEAVER
0705107



BOLTA 3
07051048



FLAMER 1
0705105



PLASMA GUN 1
07051037



BOLTA 4
07051051



BOLTA AND GLTRIPPA 1
07051030



BOLTA 5
07051039



BOLTA 6
0705104



BOLTA 7



BOLTA 8
0705108



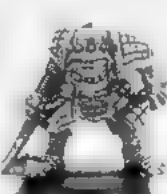
BOLTA 9
07051047



PLASMA GUN 2
0706 052



BOLTA 10
07051040



BOLTA AND STIKKBOMB 2
07051046



BOLTA 11
0705106



BOLTA 12
07051033



BOLTA 13
07051035



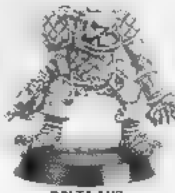
BOLTA 14
07051044



BOLTA 15
07051011



BOLTA AND CHAINWORD 2
0705101



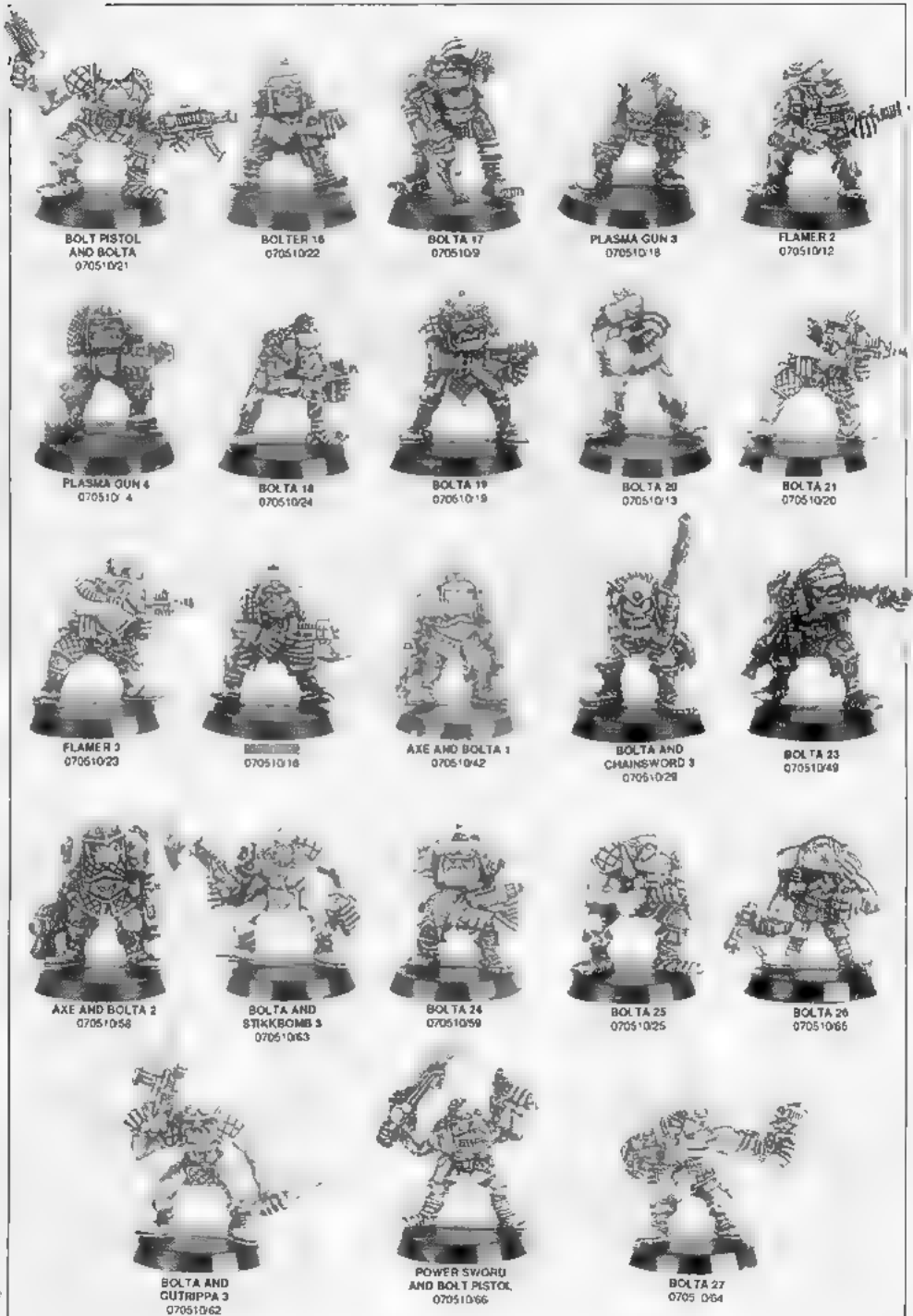
BOLTA AND GUTRIPPA 2
0705103

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ORK BOYZ

THESE MODELS ARE ALL SUPPLIED WITH A ORK ARMS
SPRUE AND AN ORK WEAPONS SPRUE AS STANDARD.

GOFFS



GOFF 1
070605/1



GOFF 2
070605/6



SNAKE BITE 1
070605/8



SNAKE BITE 2
070605/7

BAD MOONS



BAD MOON 1
070605/16



BAD MOON 2
070605/14



BAD MOON 3
070605/13



BAD MOON 4
070605/28

BLOOD AXES



BLOOD AXE 1
070605/21

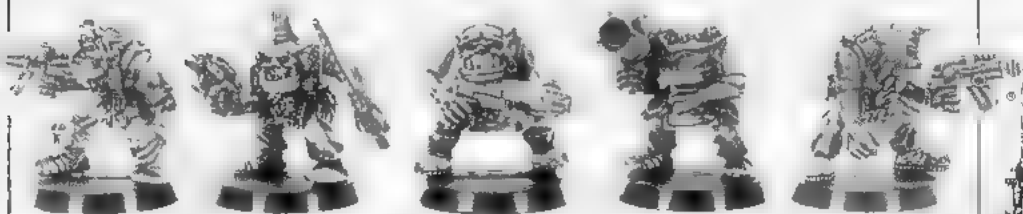


BLOOD AXE 2
070605/2



BLOOD AXE 3
070605/3

EXAMPLES OF THE COMPLETED ORK BOYZ.



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CITADEL
MINIATURES

ORK BOYZ

THESE MODELS ARE ALL SUPPLIED WITH AN ORK ARMS
SPRUE AND AN ORK WEAPONS SPRUE AS STANDARD

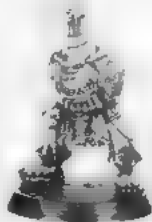
EVIL SUNZ



EVIL SUN 1
070805/27



EVIL SUN 2
070605/8



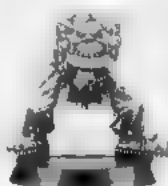
DEATH SKULL 1
070805/22



DEATH SKULL 2
070805/11



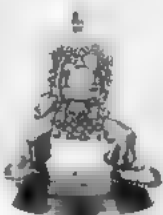
DEATH SKULL 3
070805/2



BOY 1
070605/17



BOY 2
070605/24



BOY 3
070605/20



BOY 4
070605/5



BOY 5
070605/16



BOY 6
070605/10



BOY 7
070605/9

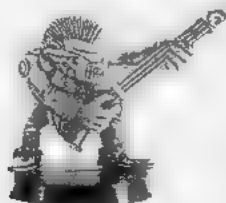


BOY 8
070805/23



BOY 9
070605/4

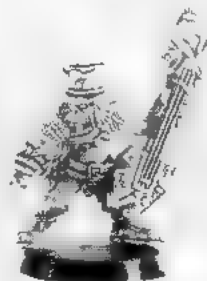
GOFF ROK BAND



ROKKER 1
0707302



ROKKER 2
0707303



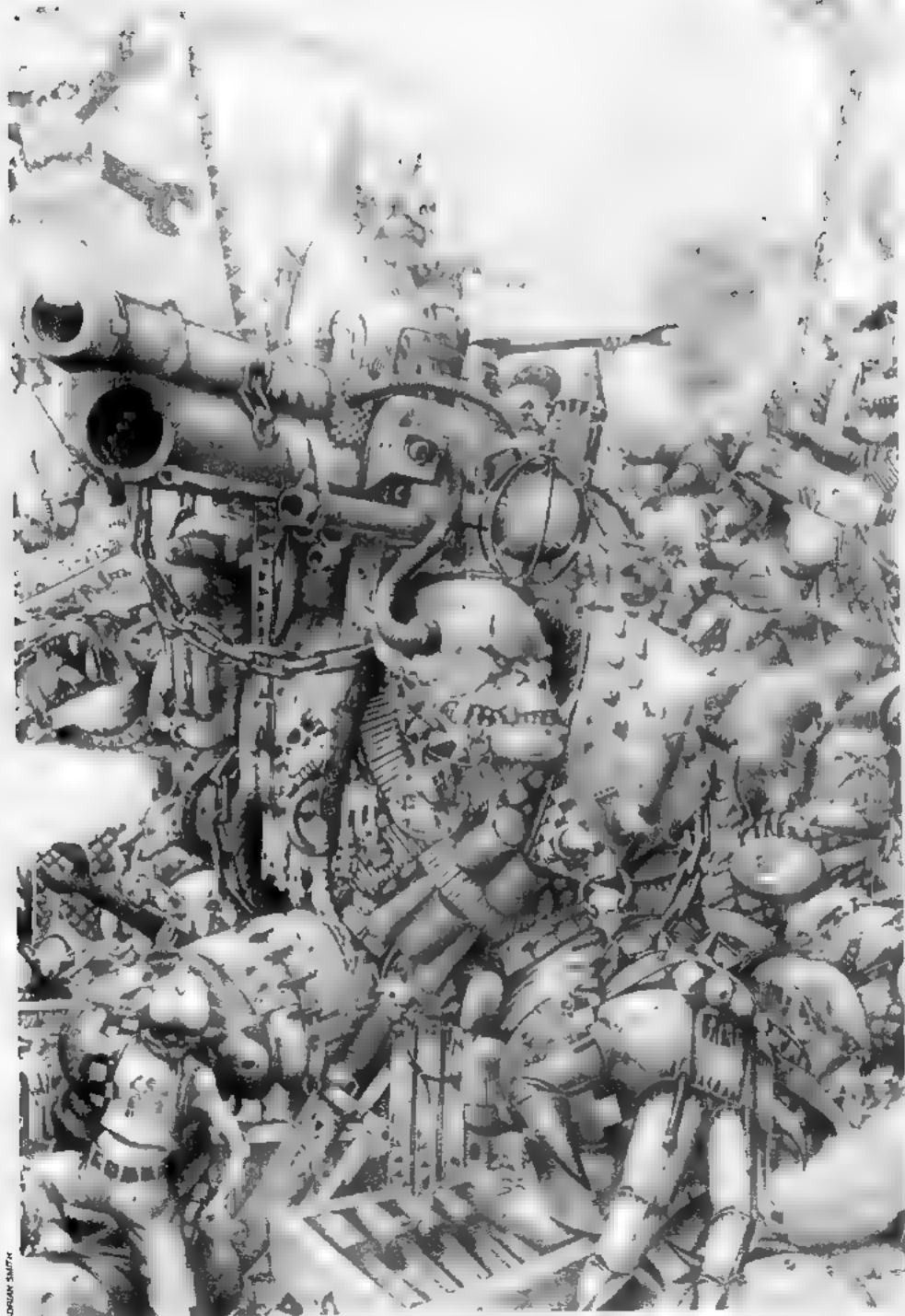
ROKKER 3
0707301

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CITADEL
MINIATURES

Designed by Kev Adams



ORK HEAVY WEAPONS



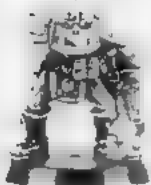
GUNNER 1
072129/9



GUNNER 2
WITH KNIFE
072129/2



GUNNER 3
072129/7



GUNNER 4
WITH BOLTA
072129/8



GUNNER 5
072129/1



GUNNER 6
WITH BOLTER
072129/6

EACH OF THE ABOVE MODELS IS SUPPLIED WITH ONE OF THE WEAPONS SHOWN BELOW AS STANDARD. PLEASE STATE WHICH YOU REQUIRE WHEN ORDERING



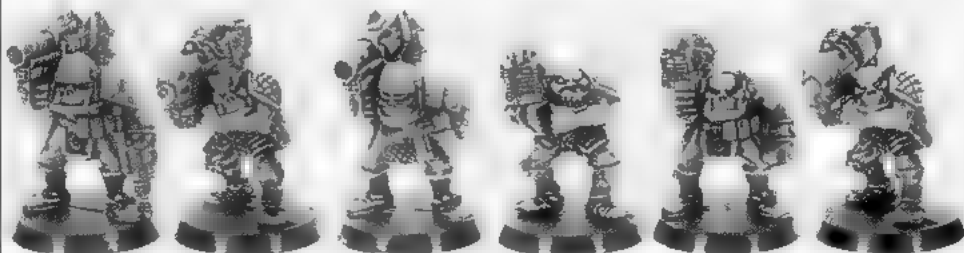
HEAVY PLASMA GUN
072129/5



FLAMER
072129/3



MISSILE LAUNCHER
072129/4



EXAMPLES OF THE COMPLETED HEAVY WEAPON ORK MODEL 5

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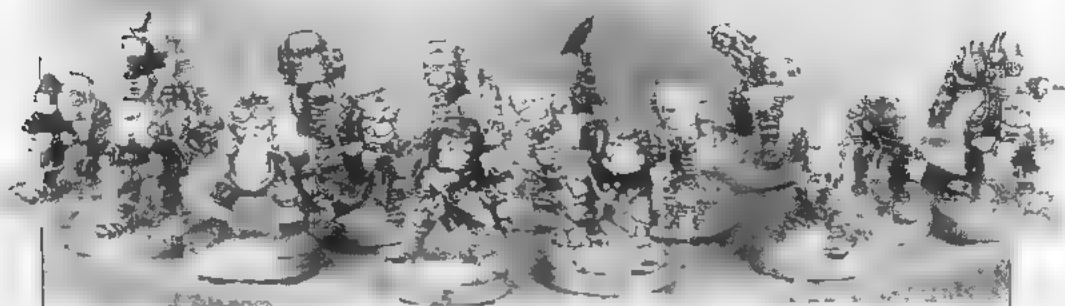


CITADEL
MINIATURES

Designed by Kev Adams

SPACE ORK RAIDERS

BOXED SET OF 17 METAL MINIATURES



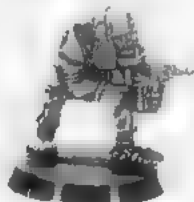
THROUGH BULLNECK
ORK WARBOSS
RTB02H



NOB WITH KNIFE
RTB02F



NOB WITH BOLTA
AND BOLT PISTOL
RTB02G



ORK WITH BOLTA 1
RTB02C



ORK WITH BOLTA 2
RTB02A



ORK WITH BOLTA 3
RTB02D



ORK WITH BOLTA 4
RTB02G



THIS BOX SET CONSISTS OF
1 x THROUGH BULLNECK ORK WARBOSS
1 x NOB WITH BOLTA AND KNIFE
1 x NOB WITH BOLTA AND BOLT PISTOL
1 x ORK WITH HEAVY BOLTA
13 x RANDOM ORKS WITH BOLTA'S



ORK WITH HEAVY BOLTA
RTB02E

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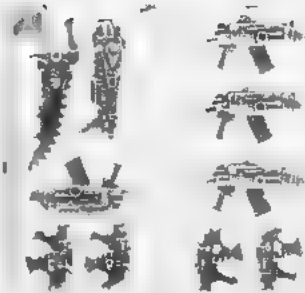
MINIATURES

Designed by Kev Adams

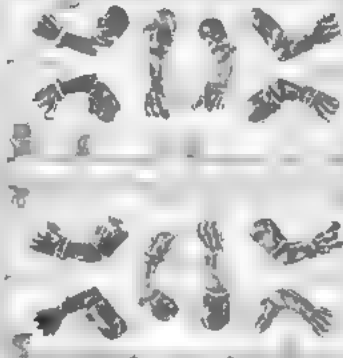
SPACE ORKS



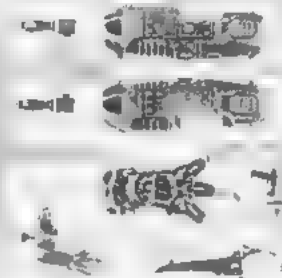
THE SPACE ORKS BOXED SET CONTAINS ENOUGH PLASTIC SPRUES TO MAKE 36 SPACE ORK BOYZ. EACH BOX CONTAINS: 6 ORK BODY SPRUES, 4 ORK WEAPON SPRUES, 4 ORK HEAVY WEAPON SPRUES AND 6 ORK ARM SPRUES.



ORK WEAPONS SPRUE
(4 BOLTERS, 4 BOLT PISTOLS
1 PLASMA PISTOL AND CHAIN SWORD)
102740



ORK ARMS SPRUE
102531



ORK HEAVY WEAPON SPRUE
(1 HEAVY PLASMA GUN, 1 POWER CLAW, 2 STINK
BOMBER, 1 PLASMA PISTOL AND 1 POWER SWORD)
102752

ORK BODY SPRUE
102529



Designed by the Citadel Design Team

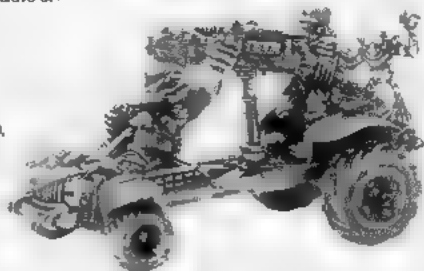
ORK WAR BUGGY



THE COMPLETE ORK WAR BUGGY CONSISTS OF:

- 1 x CHASSIS
- 1 x ENGINE
- 2 x FRONT WHEELS
- 2 x REAR WHEELS
- 2 x AXLES
- 1 x WEAPON
- 1 x DRIVER
- 1 x GUNNER

PLEASE STATE WHICH DRIVER, GUNNER AND WEAPON YOU REQUIRE WHEN ORDERING.



EXAMPLE OF THE COMPLETE ORK WAR BUGGY



FRONT WHEEL
070546/31



REAR WHEEL
070546/30



AXLE
070546/29



CHASSIS
070546/25



ENGINE
070546/26

WEAPONS



MULTI-MELTA
070546/32



HEAVY BOLTERS
070546/33



HEAVY PLASMA GUN
070546/32

DRIVERS



PLASMA PISTOL
070546/27



070546/27



BOLT PISTOL
070546/27

GUNNERS



STUDED HELM
070546/26



BARE HEAD
070546/26



SPIKED HELM
070546/26

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CITADEL MINIATURES

Designed by Kev Adams

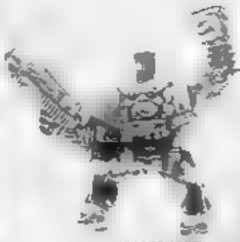
ORK WARBIKES

THE COMPLETE NOBZ WARBIKE CONSISTS OF
 1 x BIKE CHASSIS
 1 x DRIVER
 1 x NOBZ PASSENGER WITH PLASMA GUN
 1 x PASSENGER SEAT WITH BANNER POLE
 1 x HANDLE BARS
 1 x DRIVER'S LEGS

PLEASE STATE WHICH DRIVER YOU REQUIRE WHEN ORDERING



THE COMPLETE NOBZ WARBIKE



NOBZ PASSENGER WITH PLASMA GUN
 070598/5



PASSENGER SEAT WITH BANNER POLE
 070598/6



HANDLE BARS
 070548/2



BIKE CHASSIS
 070598/1



DRIVER WITH
 070598/4



DRIVER 1
 070598/3



DRIVER 3
 070548/1



DRIVER 2
 070548/5



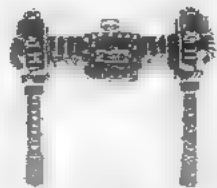
DRIVER'S LEGS
 070548/4

THE COMPLETE ORK WARBIKE CONSISTS OF
 1 x BIKE CHASSIS
 1 x DRIVER
 1 x DUAL AUTO CANNONS
 1 x HANDLE BARS
 1 x DRIVER'S LEGS

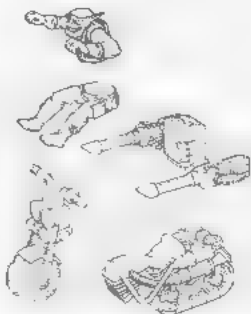
PLEASE STATE WHICH DRIVER YOU REQUIRE WHEN ORDERING



THE COMPLETE ORK WARBIKE



DUAL AUTO CANNONS
 070598/2



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CITADEL
 MINIATURES

Designed by Kev Adams

ORK SCORCHER



FUEL TANK
070546/15



AXLE
070546/24



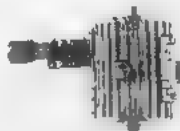
CONNECTING LINK
070546/20



OPEN HATCH WITH
ORK GUNNER
070546/17



070546/11



TURRET
070546/16



CLOSED HATCH
070546/18



DRIVER WITH
HANDLE BARS
070508/4



DRIVER 2
070546/5



PLATFORM
070546/19



DRIVER 1
070508/3



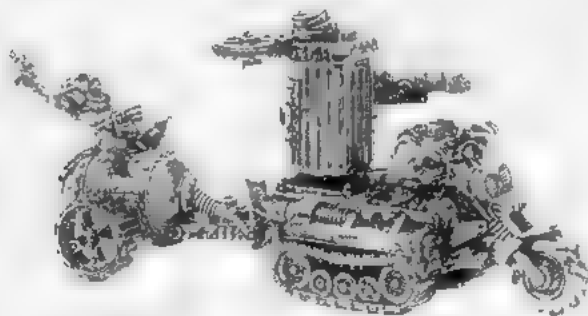
DRIVER 3
070546/21



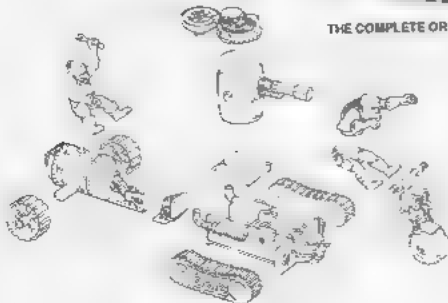
DRIVER'S
LEGS
070546/4



SHOTLING PUMPER
070546/22



THE COMPLETE ORK SCORCHER



THE COMPLETE ORK SCORCHER CONSISTS OF:

- 1 x CHASSIS
- 1 x HANDLE BARS
- 2 x TRACKS
- 1 x DRIVER
- 1 x DRIVER'S LEGS
- 1 x SHOTLING PUMPER
- 1 x FUEL TANK
- 1 x AXLE
- 2 x WHEELS
- 1 x CONNECTING LINK
- 1 x OPEN HATCH WITH ORK GUNNER
- 1 x CLOSED HATCH
- 1 x TURRET
- 1 x PLATFORM

PLEASE STATE WHICH DRIVER YOU REQUIRE WHEN ORDERING.

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CITADEL
MINIATURES

ORK WARTRAK

Designed by Kev Adams



DRIVER 1
0705983



DRIVER WITH
0705984



DRIVER'S
LEGS
0705464



DRIVER 2
0705465



DRIVER 3
0705462



HANDLE BARS
0705462



CHASSIS
0705461



TRACK
0705483



GUNNER'S
PLATFORM
0705482



LAS-CANNON
0705469



WARTRAK
GUNNER
0705487

THE COMPLETE ORK WARTRAK

THE COMPLETE ORK WARTRAK CONSISTS OF:

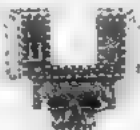
- 1 x CHASSIS
 - 1 x HANDLE BARS
 - 2 x TRACKS
 - 1 x DRIVER
 - 1 x GUNNER'S PLATFORM
 - 1 x LAS-CANNON
 - 1 x WARTRAK GUNNER
 - 1 x COMPLETE HOP SPLAT
FIELD GUN WITH CREW
- PLEASE STATE WHICH DRIVER YOU
REQUIRE WHEN YOU ORDER.

HOP SPLAT FIELD GUN

Designed by Kev Adams



HOPSPAT
GUN
0705468



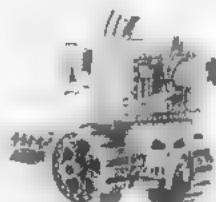
GUN SHIELD
07054612



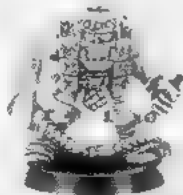
HOPSPAT
CHASSIS
07054610



WHEEL
07054611



THE COMPLETE HOP SPLAT FIELD GUN



MEKBOY WITH
WHIP AND WRENCH
0705468



GRETCHIN
LOADER 1
07054614



GRETCHIN
LOADER 2
07054613

- THE COMPLETE HOP SPLAT
FIELD GUN CONSISTS OF
- 1 x HOP SPLAT CHASSIS
 - 1 x HOP SPLAT GUN
 - 2 x WHEELS
 - 1 x GUN SHIELD
 - 1 x MEKBOY WITH WHIP AND WRENCH
 - 2 x GRETCHIN LOADERS
- PLEASE STATE WHICH GRETCHIN
LOADERS YOU REQUIRE
WHEN YOU ORDER.

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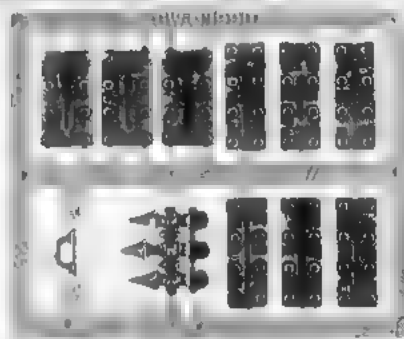
ORK BATTLEWAGON



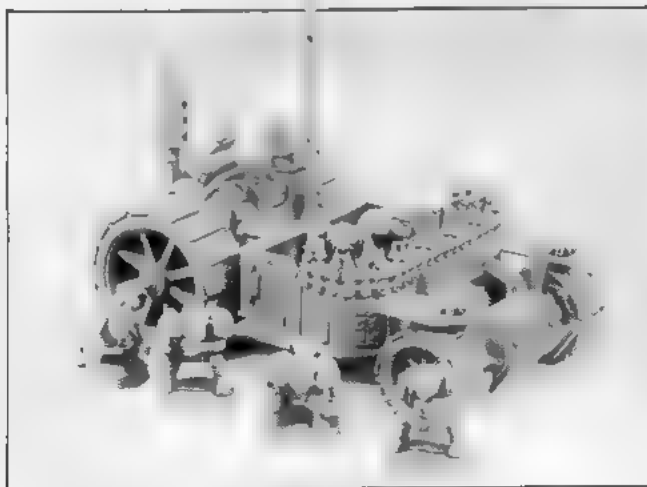
THE SPACE ORK BATTLEWAGON BOX SET CONTAINS

- 1 x BATTLEWAGON SPRUE
- 6 x BATTLEWAGON TRACK SPRUES
- 1 x ORK BODY SPRUE
- 1 x ORK ARMS SPRUE
- 1 x ORK WEAPONS SPRUE

In addition to the Battlewagon, you get a wonderful selection of extra Ork tools and equipment like wrenches, screwdrivers, drills and saws. You can use these to customise your Battlewagon, or you can give them to any Ork minutemen from the Citadel range. Using the different plastic arms and weapons, you can assemble the crew however you want, shooting, pointing and firing from the Battlewagon.



BATTLEWAGON TRACK SPRUE
101505



THE COMPLETE BATTLEWAGON
WITH SPACE ORK CREW

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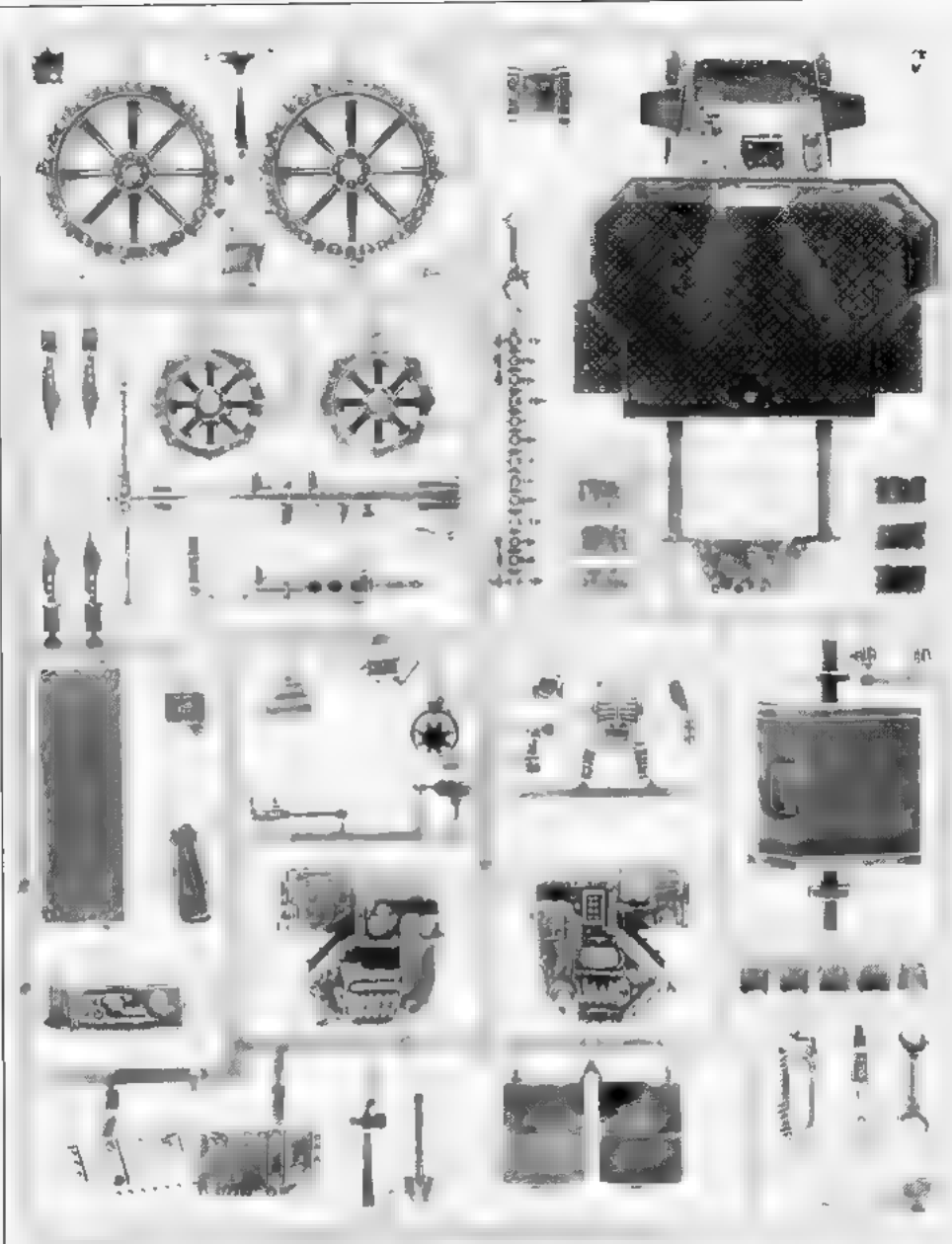


CITADEL
MINIFIGURES

Designed by the Citadel Design Team

ORK BATTLEWAGON

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BATTLEWAGON SPRUE
(SHOWN AT 70% ACTUAL SIZE)
1G 522



ELDAR GUARDIANS

STANDARD BEARERS

EACH STANDARD BEARER IS SUPPLIED WITH A STANDARD. PLEASE STATE WHICH STANDARD YOU REQUIRE WHEN YOU ORDER



DRAGON STANDARD
0715 926



MELTA GUN
07 51922



SKULL STANDARD
07151932



SHURIKEN CATAPULT
07151929



ANGEL STANDARD
0715 938



PLASMA GUN
07151936

CAPTAINS



SHURIKEN CATAPULT
0715 94



0715198



CHAIN SWORD AND
SHURIKEN PISTOL
07151914

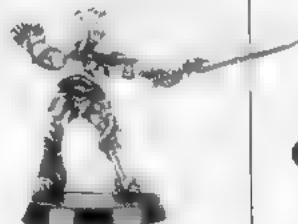
CHAMPIONS



CHAIN SWORD AND
SHURIKEN PISTOL
0715 97



POWER GLOVE AND FLAMER
0715192



POWER GLOVE AND
POWER SWORD
07151915

MUSICIANS



HARP
07151940A



VOICE AMPLIFIER
07151940B



SYNTH
07151940C

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CITADEL
MINIATURES

Designed by Jes Goodwin

ELDAR GUARDIANS



FLAMER
07151916



SHURIKEN PISTOL 1
07151915



LAS PISTOL AND FLAMER
07151911



SHURIKEN PISTOL 2
07151917



LAS PISTOL
07151912



LAS PISTOL AND SHURIKEN PISTOL 1
07151913



LAS PISTOL AND POWER GLOVE
07151918



MISSILE LAUNCHER
07151910



LAS PISTOL AND SHURIKEN PISTOL 2
07151919



MELTA GUN
07151911



LAS CANNON
07151913



HAND FLAMER AND POWER SWORD
07151916

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CITADEL
MINIATURES

Designed by Jes Goodwin

ELDAR

GUARDIANS



POWER SWORD
AND LAS PISTOL
0715842



SHURIKEN
CATAPULT 1
0715844



LAS GUN 1
0715843



SHURIKEN
CATAPULT 2
0715841



LAS GUN 2
0715845



SHURIKEN
CATAPULT 3
0715848



SHURIKEN
CATAPULT 4
0715849



SHURIKEN CATAPULT
AND SHURIKEN PISTOL
0715846



SHURIKEN PISTOL AND
POWER SWORD 1
0715847



SHURIKEN PISTOL AND
POWER SWORD 2
07158410



2 LAS PISTOLS
07158415



LAS GUN 3
07158414



LAS GUN 4
07158416



LAS GUN 5
07158412



LAS GUN 6
07158413



LAS GUN 7
07158411

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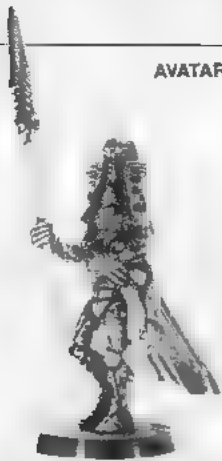


CITADEL
MINIATURES

Designed by Jes Goodwin

ELDAR

AVATAR



THE AVATAR COMPLETE
071597



AVATAR BODY
071597-1



DOOM THAT WAITS
(SPEAR FORM)
071597-2



CLOAK
071597-3

THE COMPLETE AVATAR CONSISTS OF:
1 x AVATAR BODY
1 x DOOM THAT WAITS
1 x AVATAR CLOAK

WARLOCKS AND FARSEER



WARLOCK AND
FORCE STAFF 1
071604-4



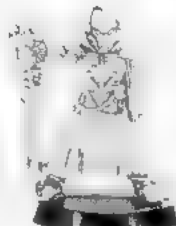
WARLOCK AND
WITCH BLADE 1
071604-5



FARSEER
071604-3



WARLOCK AND
FORCE STAFF 2
071604-2



WARLOCK AND
WITCH BLADE 2
071604-1

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CITADEL
MINIATURES

Designed by Jes Goodwin

ASPECT WARRIORS

HOWLING BANSHEES



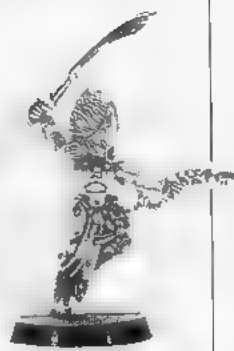
HOWLING BANSHEE EXARCH
WITH POWER AXE
0715723



HOWLING BANSHEE 1
0715601



HOWLING BANSHEE 2
0715609



HOWLING BANSHEE 3
07156015

DIRE AVENGERS



DIRE AVENGER EXARCH
WITH POWER SWORD
0715727



DIRE AVENGER 1
0715605



DIRE AVENGER 2
07156012



DIRE AVENGER 3
07156018

STRIKING SCORPIONS



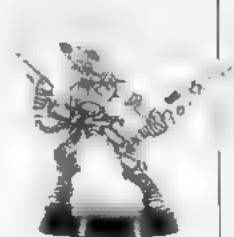
STRIKING SCORPION EXARCH
WITH BITING SWORD
0715724



STRIKING SCORPION 1
0715602



STRIKING SCORPION 2
07156010



STRIKING SCORPION 3
07156016

FIRE DRAGONS



FIRE DRAGON EXARCH
WITH FIREPIKE
0715728



FIRE DRAGON 1
0715606



FIRE DRAGON 2
07156013



FIRE DRAGON 3
07156019

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Designed by Jes Goodwin

ASPECT WARRIORS

SWOOPING HAWKS



SWOOPING HAWK EXARCH
WITH LASBLASTER
0715725



SWOOPING HAWK 1
0715603



SWOOPING HAWK 2
07156011



SWOOPING HAWK 3
07156017

THE SWOOPING HAWK EXARCH 5
SUPPLIED WITH EXARCH HAWK
WINGS AS STANDARD

EACH SWOOPING HAWK IS SUPPLIED
WITH HAWK WINGS AS STANDARD



HAWK WINGS
0715604



EXARCH HAWK
WINGS
0715726

EXARCH FIRE DRAGONS



EXARCH SWOOPING HAWK

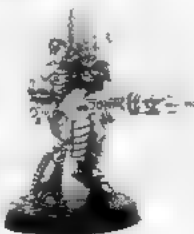
DARK REAPERS



DARK REAPER EXARCH
WITH WEB OF SKULLS
0715729



DARK REAPER 1
0715607



DARK REAPER 2
0715604



MISSILE LAUNCHER
0715608

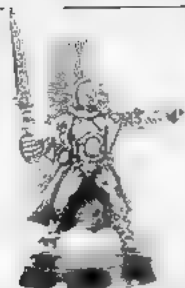
EACH DARK REAPER COMES WITH A
MISSILE LAUNCHER AS STANDARD

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CITADEL
MINIATURES

HARLEQUINS



HIGH AVATAR 1
07151931



TROUPIER 1
07151927



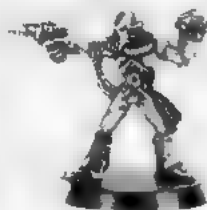
TROUPIER 2
07151920



TROUPIER 3
07151921



TROUPIER 4
07151917



TROUPIER 5
07151926



TROUPIER 6
07151919



SOLDATIRE 1
07151918



TROUPIER 7
07151916



TROUPIER 8
07151925



TROUPIER 9
07151922



SOLDATIRE 2
07151923



TROUPIER 10
07151928



TROUPIER 11
07151929



AVATAR 1
07151924



TROUPIER 12
07151930

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CHAUFT
MINIATURES

Designed by Jes Goodwin

HARLEQUINS



AVATAR 2
RTB6'17



WARLOCK 1
RTB6'13



TROUPER 13
RTB6'6



HIGH AVATAR 2
RTB6'12



AVATAR 3
RTB6'15



TROUPER 14
RTB6'8



TROUPER 15
RTB6'4



DEATH JESTER 1
RTB6'9



TROUPER 16
RTB6'7



TROUPER 17
RTB6'10



TROUPER 18
RTB6'10



DEATH JESTER 2
RTB6'3



WARLOCK 2
RTB6'11



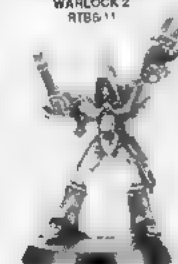
TROUPER 19
RTB6'5



TROUPER 20
RTB6'2



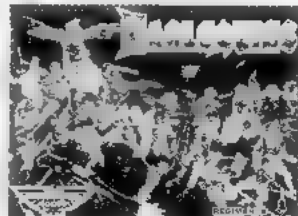
DEATH JESTER 3
RTB6'16



HIGH WARLOCK
RTB6'14



SOLITAIRE 3
RTB6'18



THIS BOX SET CONTAINS ONE OF EACH OF THE MODELS ON THIS PAGE

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Designed by Jes Goodwin

ELDAR JET CYCLES

Designed by Jes Goodwin

THESE ARE EXAMPLES OF THE COMPLETE JET BIKES



ELDAR RIDERS BODY
WITH SHURIKEN PISTOL
0715337



HARLEQUIN RIDERS BODY
WITH POWER SWORD
07153311



HARLEQUIN CANOPY
0715338



ELDAR CANOPY
0715331



ELDAR RIDERS
LEGS
0715335



ELDAR RIDERS BODY
0715336



HARLEQUIN RIDERS
LEGS
07153310



SADDLE
0715337



HANDLE BARS
0715334

THE COMPLETE ELDAR JET CYCLE CONSISTS OF

- 1 x SADDLE
- 1 x HANDLE BARS
- 1 x CANOPY
- 1 x ARMAMENT
- 1 x RIDERS BODY
- 1 x RIDERS LEGS

PLEASE STATE WHICH RIDERS BODY, RIDERS LEGS,
CANOPY AND ARMAMENT YOU REQUIRE WHEN ORDERING.



SHURIKEN CANNON
0715339



DUAL SHURIKEN
CATAPULT ARMAMENT
0715336

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ELDAR HEAVY WEAPONS



SPOTTER WITH
GOOGLES
07153312



GUNNER WITH SHURIKEN
CATAPULT
07153313



SPOTTER WITH
HELMET
07153316



GUNNER WITH
CATAPULT AND HELMET
07153317



SPOTTER
07153318



GUNNER WITH
CONTROL BOX
07153318

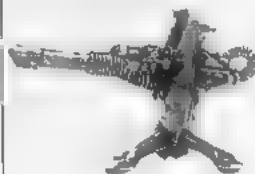
THESE ARE ALL EXAMPLES OF THE
COMPLETE ELDAR HEAVY WEAPONS



D-CANNON 1
07153320



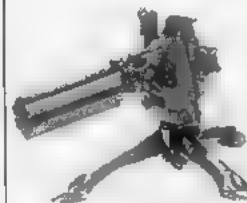
D-CANNON 2
0716172



LAS CANNON
0715215



SCATTER LASER
07152111

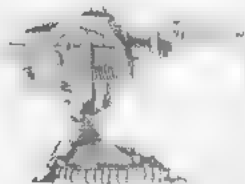
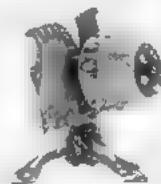


HEAVY PLASMA GUN
07152110

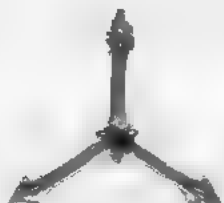


MISSILE LAUNCHER
07152119

THESE ARE ALL EXAMPLES OF THE
COMPLETE ELDAR HEAVY WEAPONS



EACH COMPLETE HEAVY WEAPON CONSISTS OF
1 x TRIPOD OR 1 x FLOATING WEAPON PLATFORM
1 x WEAPON SHIELD OR 1 x WEAPON MOUNT
1 x HEAVY WEAPON
1 x SPOTTER
1 x GUNNER
PLEASE STATE WHICH ITEMS YOU REQUIRE



LARGE WEAPON TRIPOD
07153314



PLATFORM 1
0716171



PLATFORM 1
0716171



FLOATING WEAPON PLATFORM 2
07153321



WEAPON MOUNT
(D-CANNON 1)
07153322



WEAPON MOUNT
(D-CANNON 1)
07153322

Designed by Jes Goodwin

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CITADEL
MINIATURES

ELDAR DREADNOUGHTS

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RIGHT SHURIKEN ARM
071521/4



RIGHT FLAMER ARM
071521/2



CANOPY
071521/3



EXHAUSTS
071521/2



LEFT SHURIKEN ARM
071521/9



LEFT FLAMER ARM
071521/22



RIGHT DREADNOUGHT LEG
071521/7



RIGHT CLOVEN HOOFED LEG
071521/13



071521/1



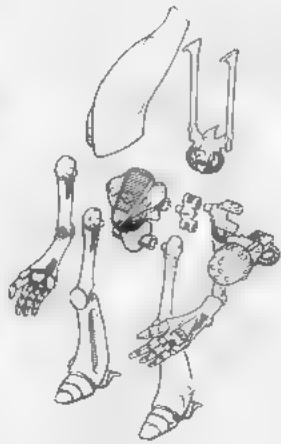
LEFT DREADNOUGHT LEG
071521/8



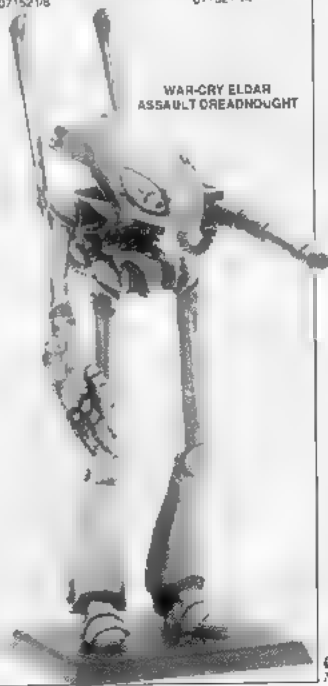
LEFT CLOVEN HOOFED LEG
071521/14



BANSHEE ELДАР SUPPORT DREADNOUGHT



- EACH ELДАР DREADNOUGHT CONSISTS OF:**
- 1 x TORSO
 - 1 x EXHAUST
 - 1 x LEFT ARM
 - 1 x LEFT LEG
 - 1 x DUEL MOUNT
 - 1 x CANOPY
 - 2 x RIGHT ARM
 - 1 x RIGHT LEG
 - 1 x WEAPON MOUNT
 - 1 x HEAVY WEAPON
- PLEASE STATE WHICH ITEMS YOU REQUIRE**

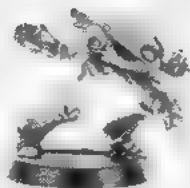


WAR-CRY ELДАР ASSAULT DREADNOUGHT



Designed by Jes Goodwin

ELDAR DREADNOUGHTS



EXECUTIONER CLASS
GHOST WARRIOR
07152117



SPIRIT WARRIOR
HEAD
07152115



WEAPON SHIELD
07152112



WEAPON MOUNT
07152106



DUAL MOUNT
07152120



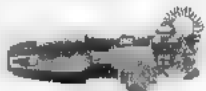
D-CANNON
0716172



LAS CANNON
07152105



SCATTER LASER
07152111



HEAVY PLASMA GUN
07152116



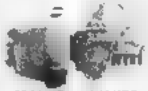
ASSASSIN CLASS
GHOST WARRIOR
07152118



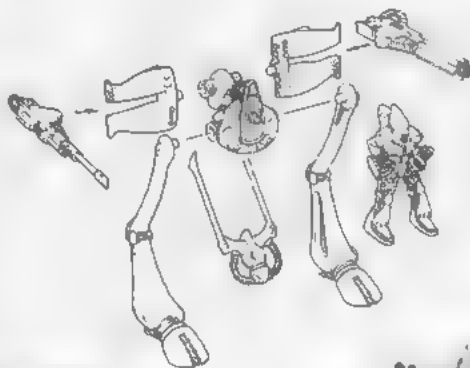
WAR WALKER
PILOT 1
07152110



WAR WALKER
PILOT 2
07152110

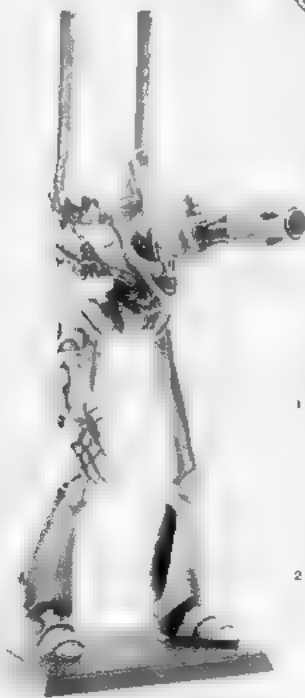


MISSILE LAUNCHER
07152119



EACH ELDAR SPIRIT WARRIOR CONSISTS OF
 1x TORSO 1x SPIRIT WARRIOR HEAD
 1x LEFT ARM OR 1x RIGHT ARM
 1x EXHAUST 1x RIGHT LEG
 1x LEFT LEG 1x WEAPON MOUNT
 1x HEAVY WEAPON 1x GHOST WARRIOR
 PLEASE STATE WHICH ITEMS YOU REQUIRE

EACH ELDAR WAR WALKER CONSISTS OF
 1x TORSO 1x WAR WALKER PILOT
 1x EXHAUST 1x RIGHT LEG
 1x LEFT LEG 2x WEAPON SHIELD
 2x HEAVY WEAPON
 PLEASE STATE WHICH ITEMS YOU REQUIRE



VAMPIRE CLASS
SPIRIT WARRIOR
WITH HEAVY PLASMA GUN



WAR WALKER

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Designed by Jes Goodwin

GENESTEALERS

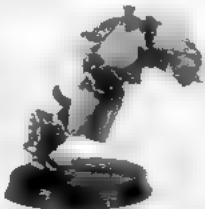
ALL OF THESE MODELS EXCEPT THOSE MARKED WITH AN ASTERIX ARE SUPPLIED WITH A GENESTEALER ARM SPRUE AND A ORK WEAPON SPRUE AS STANDARD



PURSTRAIN 1
072596_0



PURSTRAIN 2
072596_1



PURSTRAIN 3
072596_12



HYBRID 1*
072557/6



HYBRID 2*
072557_10



HYBRID 3
072557_12



HYBRID 4
072557_13



HYBRID 5
072557_14



HYBRID 6
072557_15



HYBRID 7
072557_16



HYBRID 8
072557_17



HYBRID 9
072557_8



HYBRID 10
072557_19



HYBRID 11
072557_20



HYBRID 12
072557_21



HYBRID 13
072557_22



HYBRID 14
072557_23



HYBRID 15
072557_28



HYBRID 16
072557_27



HYBRID 17
072557_25



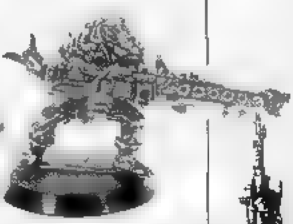
HYBRID 18
072557_24



HYBRID 19
072557_29



HYBRID 20
072557_26



EXAMPLES OF THE COMPLETED GENESTEALERS

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Designed by Jes Goodwin with the Citadel Design Team

GENESTEALERS

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THE COMPLETE THRONED GENESTEALER PATRIARCH CONSISTS OF:
 1 x PATRIARCH BODY
 1 x THRONE RIGHT SIDE
 1 x THRONE SEAT
 1 x THRONE LEFT SIDE
 1 x PATRIARCH BACK
 1 x MAGUS ADVISOR



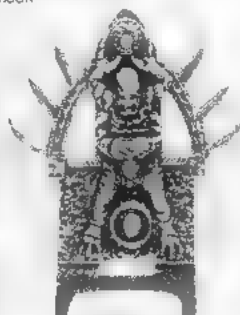
MAGUS ADVISOR
0725837



THE COMPLETE THRONED
GENESTEALER PATRIARCH



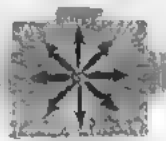
PATRIARCH BODY
0725835



THRONE BACK
072583



THRONE RIGHT SIDE
0725833



THRONE SEAT
0725832



THRONE LEFT SIDE
0725834



PATRIARCH BACK
0725836



MAGUS WITH STAFF 1
0725965



MAGUS WITH SCANNER
0725966



MAGUS WITH LAS PISTOL
0725577



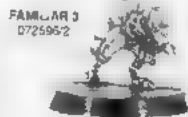
MAGUS WITH STAFF 2
0725961



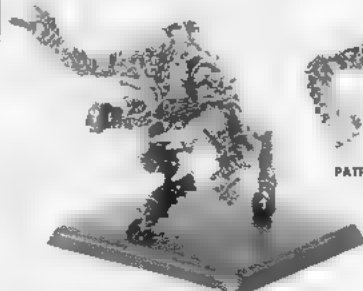
FAMILIAR 1
0725963



FAMILIAR 2
0725964



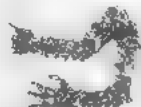
FAMILIAR 3
0725952



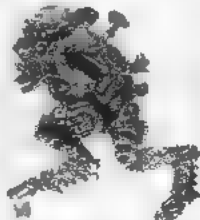
THE COMPLETE STANDING
PATRIARCH
072596



PATRIARCH LEFT ARMS
0725968



PATRIARCH RIGHT ARMS
0725969



STANDING PATRIARCH BODY
0725967

THE COMPLETE STANDING
PATRIARCH CONSISTS OF:
 1 x STANDING PATRIARCH BODY
 1 x PATRIARCH LEFT ARMS
 1 x PATRIARCH RIGHT ARMS





HUNTER SLAYERS

Designed by Michael Perry



FLESHBORER 1
072618/2



FLESHBORER 2
0726 8/1

ZOATS

Designed by the Citadel Design Team

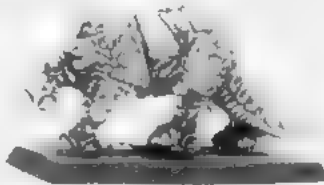


ZOAT TORSO WITH FLAMER
AND POWER GLOVE
072545/3

EACH COMPLETE ZOAT MODEL CONSISTS OF
1 x ZOAT BODY
1 x ZOAT TORSO
PLEASE STATE WHICH ZOAT TORSO
YOU REQUIRE WHEN YOU ORDER



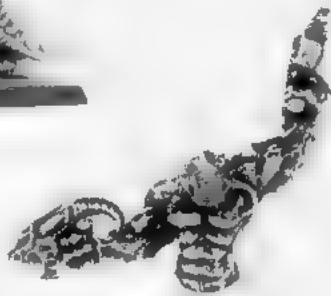
ZOAT TORSO WITH
FLESHBORER
072545/5



ZOAT BODY
072545/2

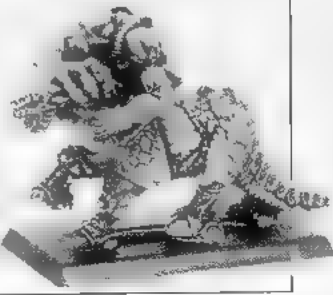
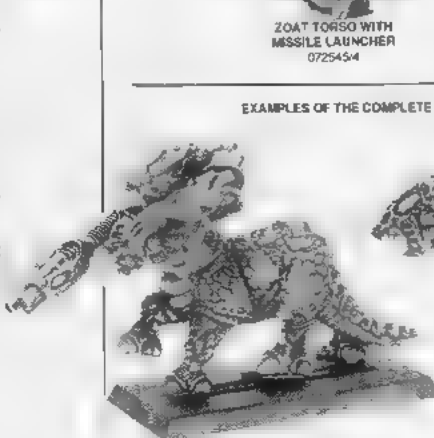


ZOAT TORSO WITH
MISSILE LAUNCHER
072545/4



ZOAT TORSO WITH
FLESHBORERS
072545/1

EXAMPLES OF THE COMPLETE ZOAT MODELS

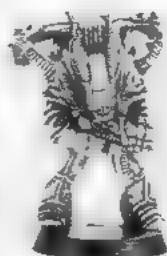


CHAOS RENEGADES

KHORNE



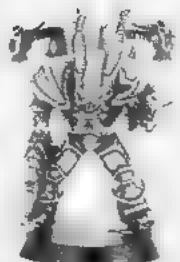
BOLTER 1
07030217



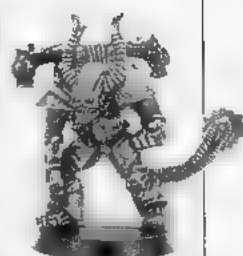
**BLOODLETTER
HEAD 1**
0703022



BOLTER 2
07030310



**BLOODLETTER
HEAD 2**
0703025



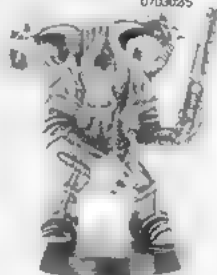
POWER SAW
0703023



JUGGLER HEAD
0703024



SKULL HEAD
07030218



PLASMA HAND



BOLTER 3
0703029

SLAANESH



DAEMONETTE HEAD 1
0703154



CHAINSWORD
0703 5/12



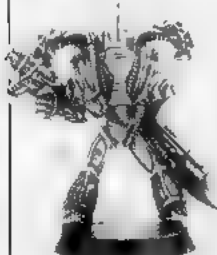
BOLTER 4
07031513



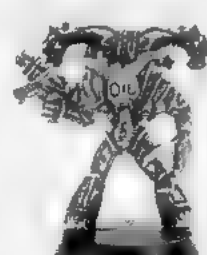
DAEMONETTE HEAD 2
0703155



BOLTER 5
0703153



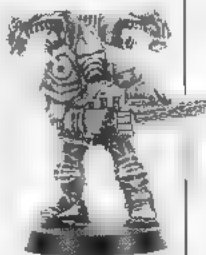
POWER AXE ARM 1
07031515



BOLTER 5.5
0703158



BOLTER 6
07031517



BOLTER 7
0703 5/18

ALL OF THE ABOVE MODELS ARE SUPPLIED WITH A CHAOS RENEGADE BACK PACK SPRUE AS STANDARD

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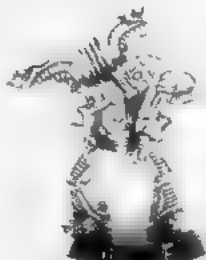


**CITADEL
MINIATURES**

Designed by Michael Perry and Kev Adams

CHAOS RENEGADES

TZEENTCH



DISPLACED HEAD
070366/5



HEADLESS BODY AND
CHAIN SWORD
070366/2



FUNGUS BODY AND
POWER GLOVE
070366/3



BEAKED HEAD AND
PLASMA HAND
070366/8



HEADLESS 2
070366/8

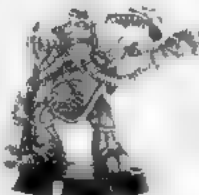


FUNGUS BODY AND
PLASMA HAND
070366/6



3 ARMS
070366/8

NURGLE



PLAGUE BEARER HEAD 1
070354/4



TENTACLE ARM
AND FLAMER
070366/1



TENTACLE ARM
AND SKULL HEAD
070354/1



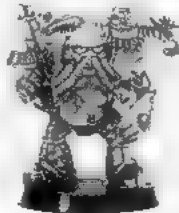
PLAGUE BEARER HEAD 2
070354/8



TENTACLE HEAD
070354/3



TUBE HEAD
070354/2



TUBE HEAD
070354/5

ALL OF THE ABOVE MODELS ARE SUPPLIED WITH A CHAOS RENEGADE BACK PACK SPRUE AS STANDARD

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CITADEL
MINIATURES

Designed by Michael Perry

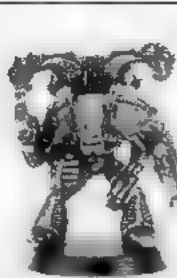
CHAOS RENEGADES



BOLTER 8
070315/2



BOLTER 9
070302/14



BOLTER 10
070315/10



MELTA GUN
070315/6



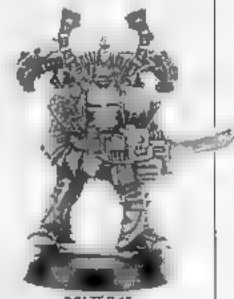
BOLTER 10
070302/ 5



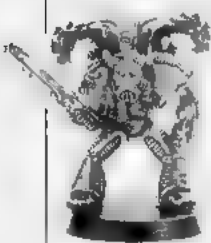
BOLTER 11
070315/11



BOLTER 12
070302/12



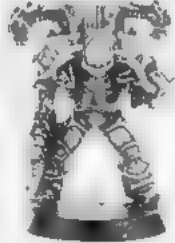
BOLTER 13
070302/8



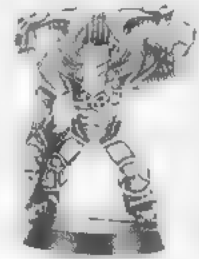
CHAINSAW ARM
070315/6



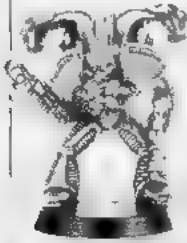
TENTACLE ARM
070302/8



ONE EYE
070302/13



POWER GLOVE
070302/11



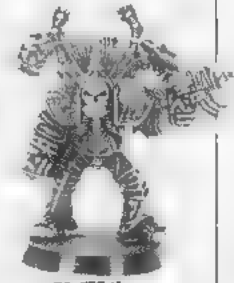
POWER AXE ARM 2
070315/14



THREE EYES
070315/6



BOLTER 14
070315/7



BOLTER 15
070302/7

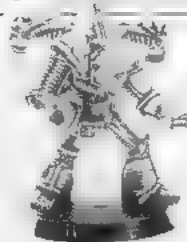
ALL OF THE ABOVE MODELS ARE SUPPLIED WITH A CHAOS RENEGADE BACK PACK SPRUE AS STANDARD

Designed by Michael Perry with Kev Adams

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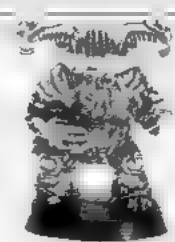
CHAOS RENEGADE HEAVY WEAPONS



SLAANESH RENEGADE
070327/1



KHORNE RENEGADE WITH THE
FACE OF A BLOODLETTER
070327/5



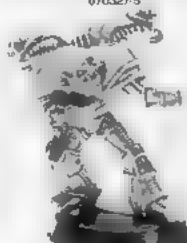
NURGLE RENEGADE
WITH HORNS
070327/6



TZEENTCH RENEGADE WITH
A FUNGUS BODY
070327/7



RENEGADE 1
070327/8



RENEGADE 2
070327/12



RENEGADE 3
070327/11



RENEGADE 4
070327/4



RENEGADE 5
070327/10



RENEGADE 6
070327/2



RENEGADE 7
070327/9



RENEGADE 8
070327/10



HEAVY BOLTER
070327/13



HEAVY PLASMA GUN
070327/17



MULTI MELTA
070327/15



CONVERSION BEAMER
070327/18



MISSILE LAUNCHER
070327/14

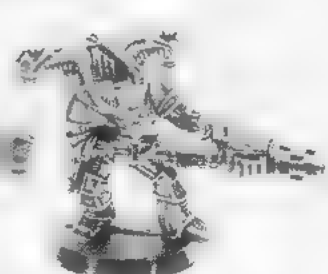


GRENADE LAUNCHER
070327/16



LAS CANNON
070327/19

ALL OF THESE MODELS ARE SUPPLIED WITH ONE OF THE WEAPONS SHOWN AS STANDARD, PLEASE STATE WEAPON CHOICE WHEN ORDERING.



EXAMPLES OF THE CHAOS RENEGADES WITH HEAVY WEAPONS

Designed by Michael Perry

ALL OF THE ABOVE MODELS ARE SUPPLIED WITH A CHAOS RENEGADE BACK PACK SPRUE AS STANDARD

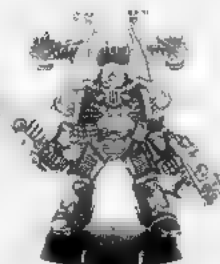
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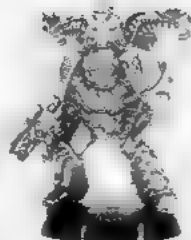
CITADEL
MINIATURES

CHAOS SPACE MARINES

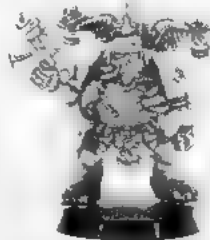
Designed by Jes Goodwin



**WORLD EATER
(KHORNE)**
0703784



**EMPERORS CHILDREN
(SLAANESH)**
0703783



(HURGLE)
0703782



**THOUSAND SONS
(TZEENTCH)**
0703781

ALL OF THE ABOVE MODELS ARE SUPPLIED WITH A CHAOS REMEGADE BACK PACK SPRUE AS STANDARD

CHAOS DREADNOUGHT

Designed by Alan Perry



**RIGHT ARM WITH
HEAVY PLASMA GUN**
07018418



**LEFT ARM WITH
POWER CLAW**
07018419



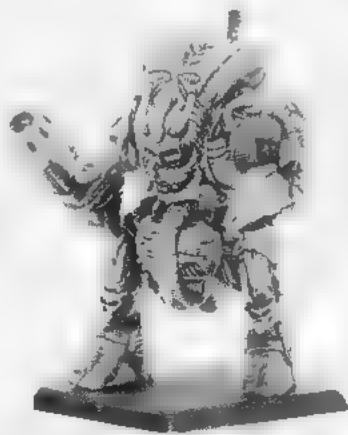
(SHOULDER JOINT)
07018417



RIGHT LEG
07018418



LEFT LEG
07018415



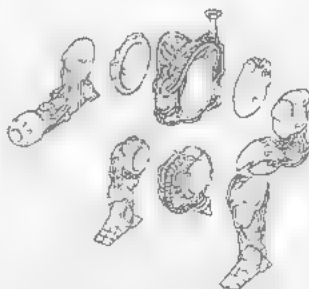
EXAMPLE OF THE COMPLETE CHAOS DREADNOUGHT



UPPER TORSO
07018413



LOWER TORSO
07018414



THE COMPLETE CHAOS DREADNOUGHT CONSISTS OF:

- 1 x UPPER TORSO
- 1 x LOWER TORSO
- 1 x RIGHT ARM WITH PLASMA GUN
- 1 x LEFT ARM WITH POWER CLAW
- 2 x SHOULDER JOINTS
- 1 x RIGHT LEG
- 1 x LEFT LEG

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RENEGADES ON HORSE BACK

Designed by Michael and Alan Perry



RIDER BODY 1
070341/3



RIDER BODY 2
073253/23



RIDER BODY 3
073253/35



RIDER BODY 4
073253/36



RIDER BODY 5
073253/27

THE COMPLETE CHAOS RENEGADE
ON HORSE BACK CONSISTS OF
1 x LEGS
1 x BODY
1 x LARGE PLASTIC HORSE
PLEASE STATE WHICH RIDER'S BODY
YOU REQUIRE WHEN ORDERING



LEGS 1
070341/1



LEGS 2
070341/2

THE LARGE PLASTIC HORSES
CAN BE FOUND ON PAGE 331



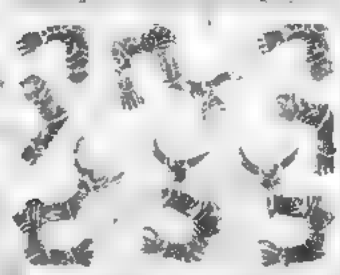
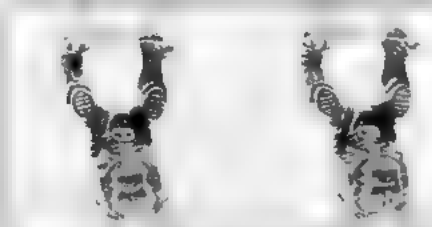
EXAMPLES OF THE COMPLETE RENEGADES ON HORSE BACK

ALL OF THE ABOVE MODELS ARE SUPPLIED WITH A CHAOS RENEGADE BACK PACK SPIRUE AS STANDARD

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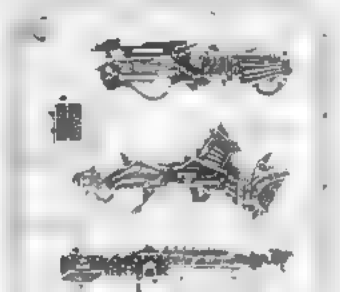
PLASTICS



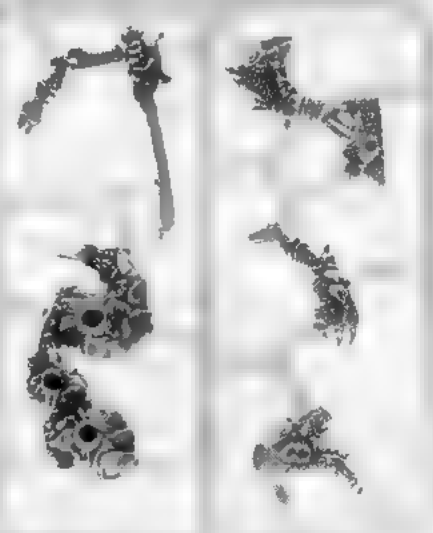
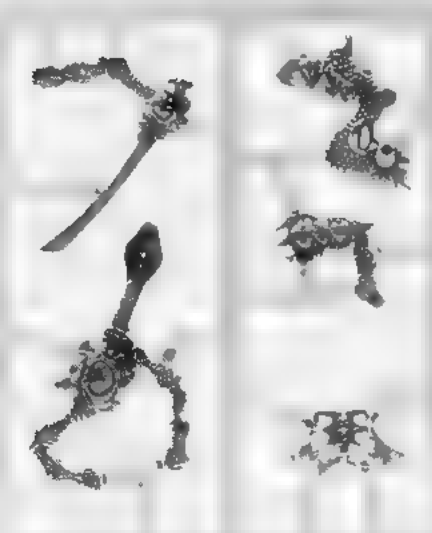
GENESTEALER ARMS SPRUE
102775



LIBRARIAN AND HYBRID SPRUE
(1 LIBRARIAN AND 2 HYBRIDS)
102407



CHAOS HEAVY WEAPONS SPRUE
(1 CONVERSION BEAMER, 1 MISSILE
LAUNCHER AND 1 AUTO CANNON)
102517

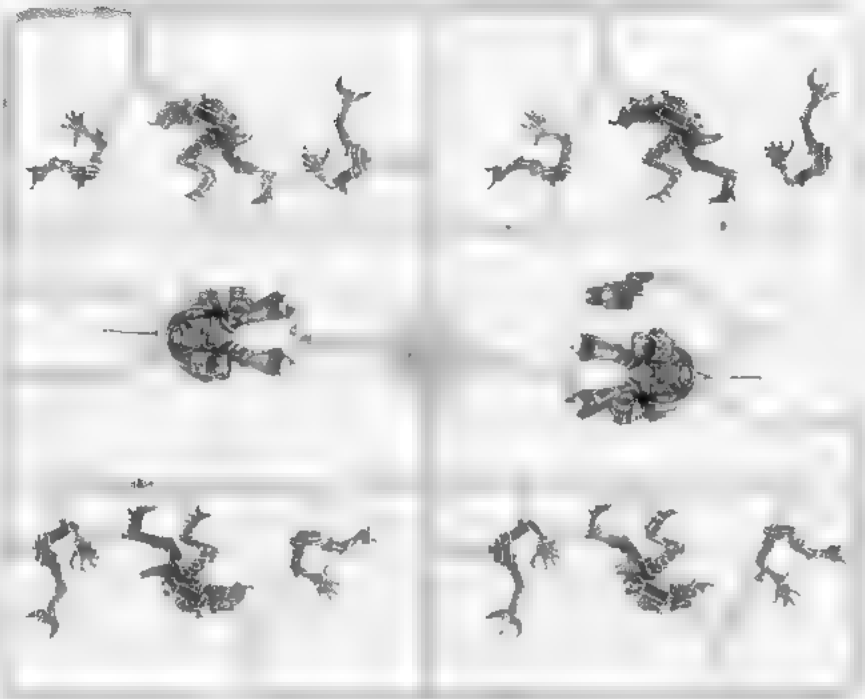


TYRIND WARRIOR SPRUE
120013

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PLASTICS



GENESTEALER AND TERMINATOR SPRUE
131718



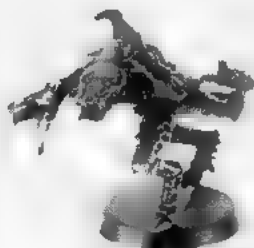
TERMINATOR LIBRARIAN



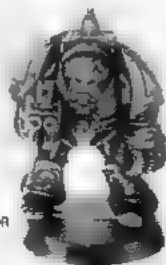
GENESTEALER HYBRID



TYRANID WARRIOR



GENESTEALER



TERMINATOR

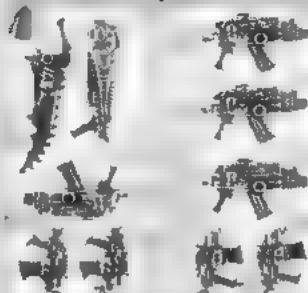
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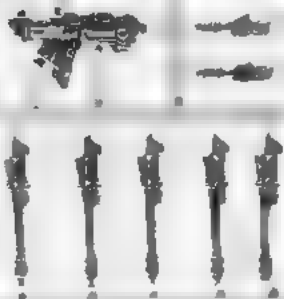
PLASTICS



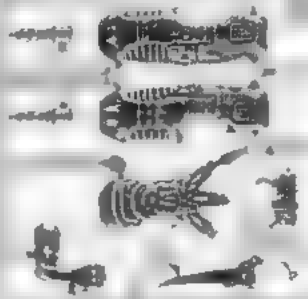
HAND WEAPONS SPRUE
 3 AUTO PISTOLS, 3 BOLT PISTOLS, 2 HAND FLAMERS,
 2 STUB GUNS, 1 HAND CROSSBOW (SAWN OFF
 SHOTGUN AND 1 PLASMA PISTOL)
 102764



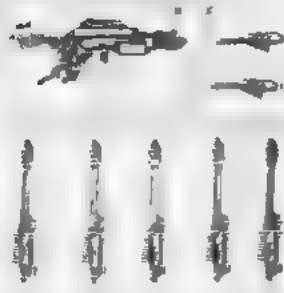
ORK WEAPONS SPRUE
 4 BOLTERS, 4 BOLT PISTOLS,
 1 PLASMA PISTOL AND CHAIN SWORD
 102748



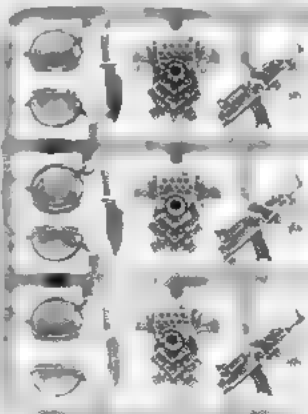
LAS GUNS AND HEAVY BOLTER SPRUE
 (1 HEAVY BOLTER, 5 LAS GUNS, 2 LAS PISTOLS)
 131328



ORK HEAVY WEAPON SPRUE
 (1 HEAVY PLASMA GUN, 1 POWER CLAW, 2 STIK
 BOMBZ, 1 PLASMA PISTOL AND 1 POWER SWORD)
 102752



LAS GUNS AND LAS CANNON SPRUE
 (1 LAS CANNON, 5 LAS GUNS, 2 LAS PISTOLS)
 13 260



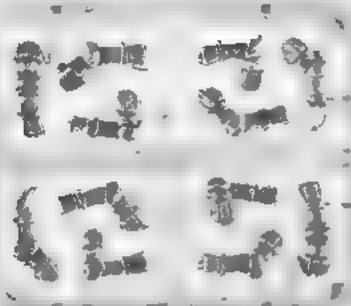
SPACE MARINE BOLTERS AND BACK PACKS SPRUE
 (2 PAIRS OF SHOULDER PADS, 3 BACK PACKS,
 3 BOLTERS, 3 COMBAT KNIVES)
 101532

Weapons supplied unpainted. **WARNING:** This product contains lead which may be harmful if chewed or swallowed. Careful handling and use not recommended for children under 14 years of age.
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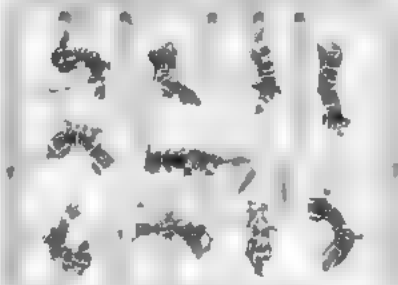
PLASTICS



SPACE MARINE ARM SPRUE
133004



ORK ARMS SPRUE
10253



HUMAN CLOTHED ARMS SPRUE
13258



SPACE MARINE BACK PACKS AND BANNER SPRUE
131926



SQUAT ARM SPRUE
132137



CHAOS RENEGADE BACK PACKS SPRUE
131914



HUMAN BARE ARMS SPRUE
120031

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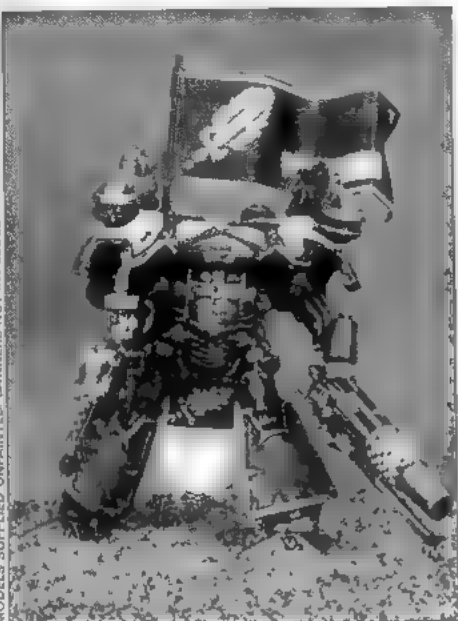


IMPERIAL BATTLE TITANS

BOXED SET OF 6 PLASTIC BATTLE TITANS

ACTUAL SIZE

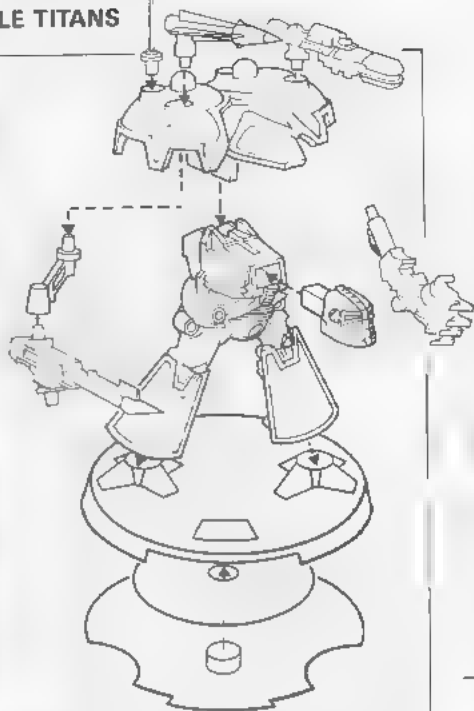
MODELS SUPPLIED UNPAINTED. BANNERS NOT INCLUDED



The Warlord Class Battle Titan is by far the most popular and versatile class of Imperial Battle Titan, and thousands of Warlords saw action on both sides during the wars of the Horus Heresy. These 6 clip together, plastic Warlord Class Battle Titans come with interchangeable weapons.



EACH BOX SET CONTAINS 6 TITAN BODY SPRUES AND 2 TITAN WEAPON SPRUES



MODELS REQUIRE ASSEMBLY



VOLCANO CANNON



QUAKE CANNON



PLASMA DESTROYER



VORTEX MISSILE



GATLING BLASTER



LASER BLASTER



TITAN MULTIPLE ROCKET LAUNCHER



MELTA CANNON



PLASMA CANNON



LAS BURNER



CHAIN FIST



POWER FIST

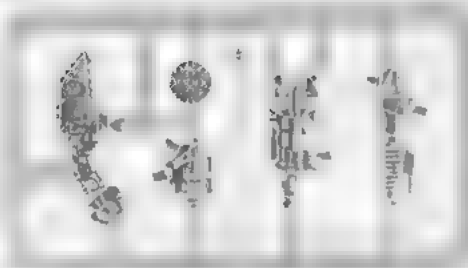
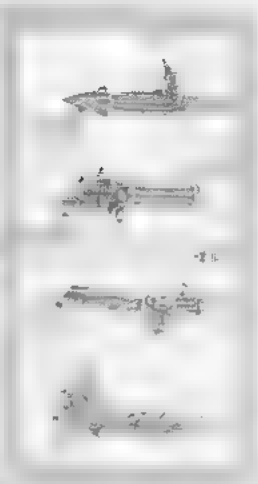
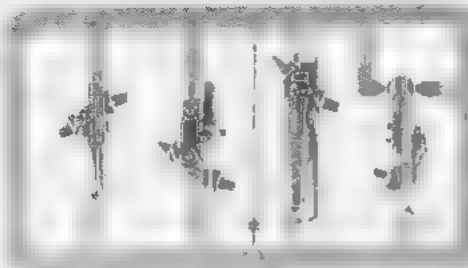
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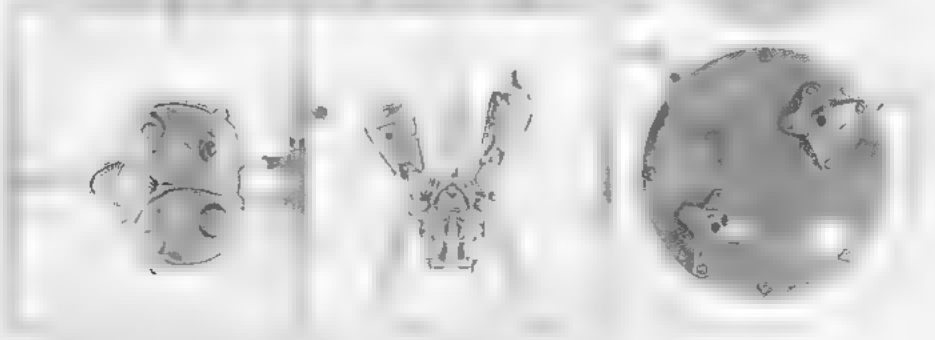
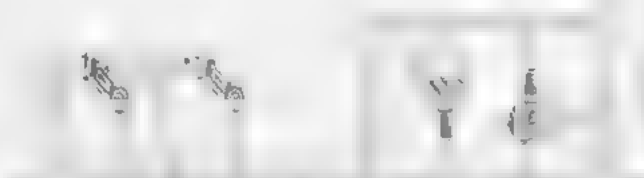
CITADEL
MINIATURES

IMPERIAL BATTLE TITANS

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TITAN WEAPONS SPRUE
(SHOWN AT 70% ACTUAL SIZE)
131206



TITAN BODY SPRUE
(SHOWN AT 70% ACTUAL SIZE)
131186

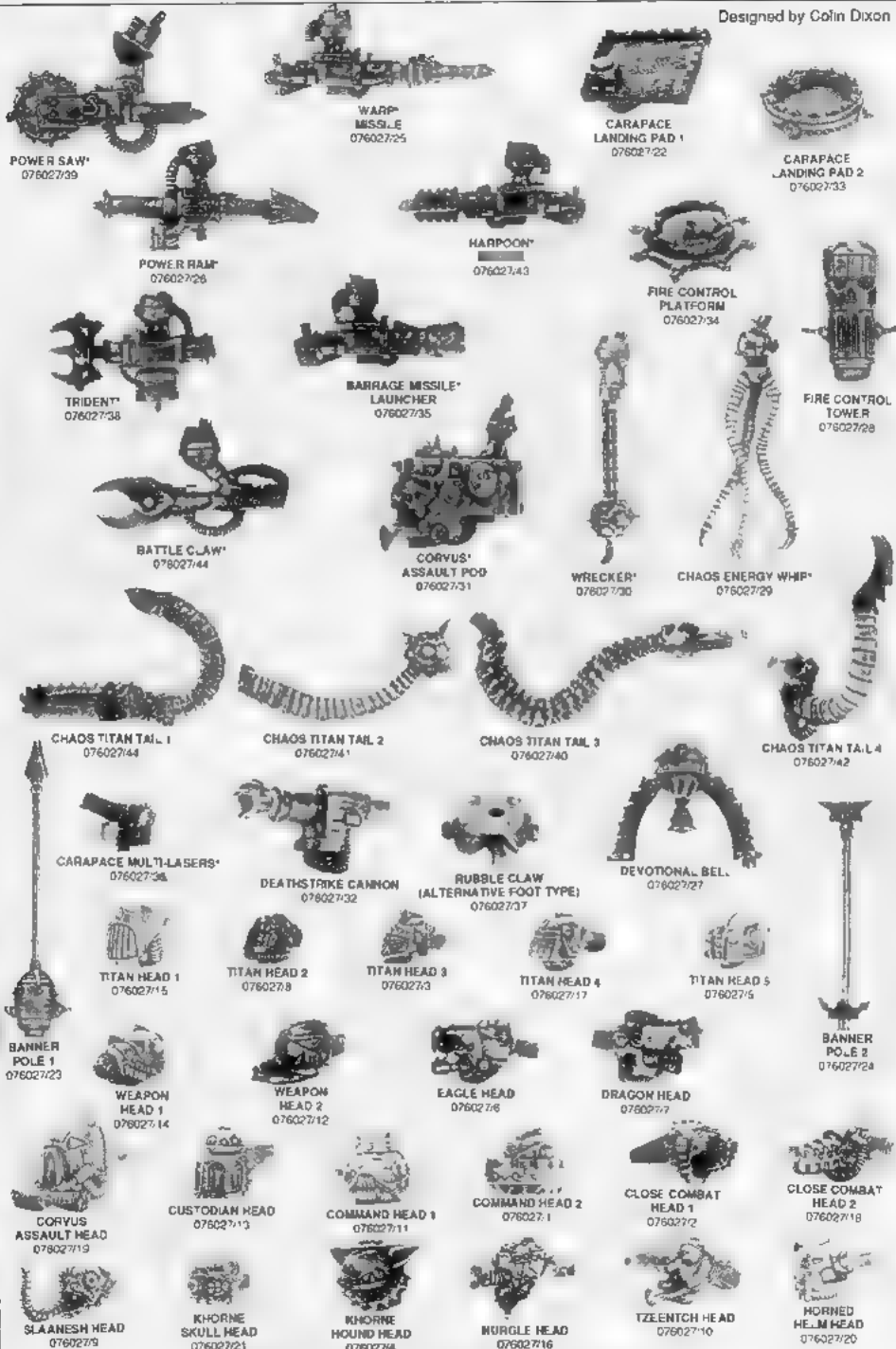




JOHN BLANCHÉ
© 2004

TITAN HEADS AND WEAPONS

Designed by Colin Dixon



ALL THESE MINIATURES CAN BE MOUNTED ON THE PLASTIC WARLORD TITANS
THOSE MODELS MARKED * WILL ALSO FIT THE METAL REAVER TITANS.

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Minatures supplied unpainted

GW GAMES WORKSHOP
MINIATURES

REAYER TITANS



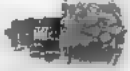
TURBO-LASER
DESTRUCTOR
0760154



PLASMA BLASTGUN
0760156



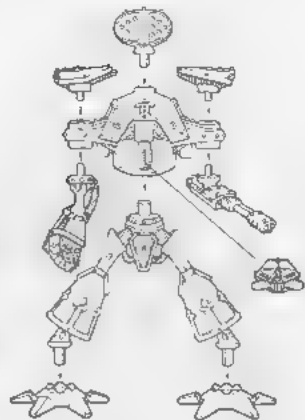
VULCAN MAGA-BOLTER
0760156



MULTIPLE ROCKET
LAUNCHER
0760154



DEVOTION SEALS
07601511



INFERNO GUN
0760155



POWER FIST
07601518



SHOULDER
GUARD 1
07601513



HEAD 1
07601517



HEAD 2
07601515

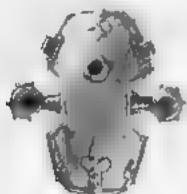


CHAIN FIST
07601516



GUARD 2
07601512

EACH COMPLETE REAYER TITAN CONSISTS OF
 1 x CARAPACE 1 x LEGS
 1 x HEAD 2 x FEET
 2 x SHOULDER GUARDS 3 x WEAPONS
 1 x DEVOTION SEALS
 YOU MAY CHOOSE TO HAVE A BANNER
 POLE INSTEAD OF ONE OF THE WEAPONS
 PLEASE STATE WHICH ITEMS YOU
 REQUIRE WHEN ORDERING



CARAPACE
0760159



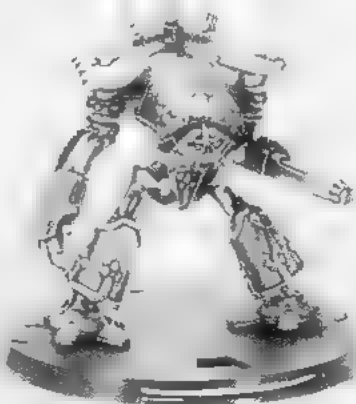
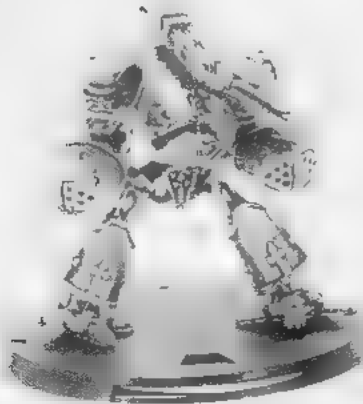
LEGS
0760159



FOOT
07601510



BANNER POLE
07601519



THESE ARE EXAMPLES OF COMPLETE REAYER TITANS

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CITADEL
MINIATURES

Designed by Jes Goodwin

WAR HOUNDS



INFERNO GUN
076015/5



VULCAN MAGA-BOLTER
076015/6



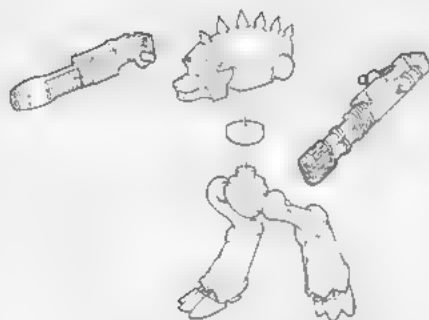
MULTIPLE ROCKET LAUNCHER
076015/14



TURBO-LASEH DESTROYER
076015/4



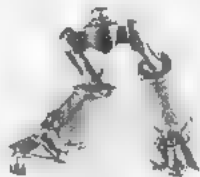
PLASMA BLASTGUN
076015/6



HEAD AND TORSO
076015/2

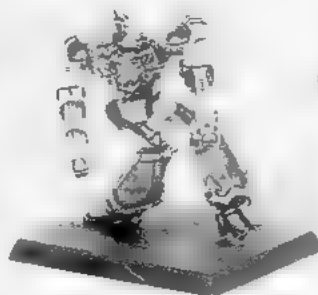


CONNECTING RING
076015/3



LEGS
076015/1

EACH COMPLETE WAR HOUND CONSISTS OF:
1 x LEGS
1 x HEAD AND TORSO
1 x CONNECTING RING
2 x WEAPONS
PLEASE STATE WHICH WEAPONS YOU REQUIRE WHEN ORDERING.



THESE ARE EXAMPLES OF COMPLETE WAR HOUNDS

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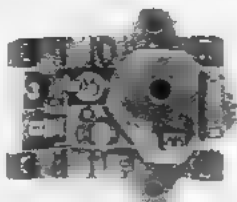
Designed by Jes Goodwin

IMPERIAL TANKS & WAR MACHINES

THE COMPLETE BANE BLADE CONSISTS OF
 1 x BANE BLADE CHASSIS
 1 x BANE BLADE TURRET
 1 x SPONSON TURRETS 1



BANE BLADE
 SUPER HEAVY BATTLE TANK



BANE BLADE CHASSIS
 076054/1

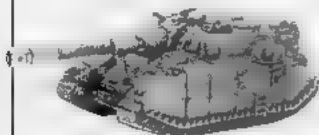


BANE BLADE TURRET
 076054/3

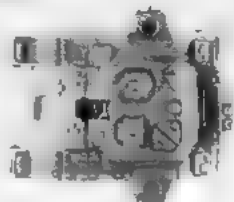


SPONSON
 TURRETS 1
 076054/2

THE COMPLETE SHADOWSWORD CONSISTS OF
 1 x SHADOWSWORD CHASSIS
 1 x VOLCANO CANNON
 1 x SPONSON TURRETS 2



SHADOWSWORD
 SUPER HEAVY TANK DESTROYER



SHADOWSWORD CHASSIS
 076054/4



VOLCANO CANNON
 076054/5



SPONSON TURRETS 2
 076054/6

THE COMPLETE LEMAN RUSS CONSISTS OF
 1 x LEMAN RUSS CHASSIS
 1 x LEMAN RUSS TURRET



LEMAN RUSS
 BATTLE TANK



LEMAN RUSS CHASSIS
 076041/7



LEMAN RUSS TURRET
 076041/8

THE COMPLETE PREDATOR CONSISTS OF
 1 x PREDATOR CHASSIS
 1 x PREDATOR TURRET
 1 x LAS-CANNON SPONSONS
 1 x PREDATOR LEFT SIDE
 1 x PREDATOR RIGHT SIDE



PREDATOR

PREDATOR TURRET
 076041/4



PREDATOR
 LEFT SIDE
 076041/2



PREDATOR CHASSIS
 076041/1



LAS-CANNON
 SPONSON'S
 076041/5



PREDATOR
 RIGHT SIDE
 076041/3

THE COMPLETE WHIRLWIND CONSISTS OF
 1 x WHIRLWIND CHASSIS
 1 x WHIRLWIND MULTI LAUNCHER
 1 x WHIRLWIND SIDES



WHIRLWIND



WHIRLWIND CHASSIS
 076066/9



WHIRLWIND
 MULTI LAUNCHER
 076066/10



WHIRLWIND
 SIDES
 076066/8



THE COMPLETE DEPLOYED DROP POD CONSISTS OF
 1 x DEPLOYED DROP POD SHELL
 1 x CARGO
 PLEASE STATE WHICH CARGO YOU REQUIRE



DEPLOYED DROP
 POD SHELL
 076078/2



ASSAULT POD
 CARGO
 076078/4



SUPPORT POD
 CARGO
 076078/3



DEATHWIND
 CARGO
 076078/5



DEPLOYED
 DROP POD



DROP POD
 076078/1

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Designed by the Citadel Design Team with Colin Dixon

IMPERIAL TANKS & WAR MACHINES

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IMPERIAL MOLE

THE COMPLETE IMPERIAL MOLE CONSISTS OF
 1 x IMPERIAL MOLE TRANSPORTER
 1 x MOLE
 1 x HYDRAULIC PISTON
 1 x LIFTING PLATFORM



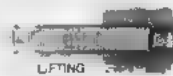
IMPERIAL MOLE TRANSPORTER
0760789



MOLE
07607810



HYDRAULIC PISTON
07607811

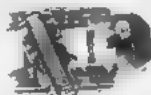


LIFTING PLATFORM
07607812



SURFACED
0760786

THE COMPLETE IMPERIAL TERMITE CONSISTS OF
 1 x TERMITE TRANSPORTER
 1 x TERMITE



TERMITE TRANSPORTER
0760786

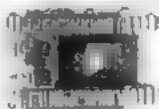


TERMITE
0760787



MANTICORE

THE COMPLETE MANTICORE CONSISTS OF
 1 x MANTICORE BASILISK CHASSIS
 1 x MANTICORE MULTI-LAUNCHER TYPE 1



MANTICORE / BASILISK CHASSIS
0760663



MANTICORE MULTI-LAUNCHER TYPE 1
0760668



BASILISK

THE COMPLETE BASILISK CONSISTS OF
 1 x MANTICORE BASILISK CHASSIS
 1 x BASILISK CANNON TYPE 1

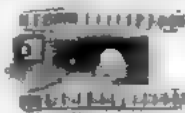


BASILISK CANNON TYPE 1
0760664



BOMBARD

THE COMPLETE BOMBARD CONSISTS OF
 1 x BOMBARD CHASSIS
 1 x SIEGE MORTAR



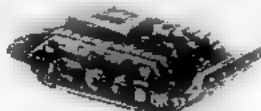
0760661



SIEGE MORTAR
0760662



VINDICATOR Mark 2
07604110



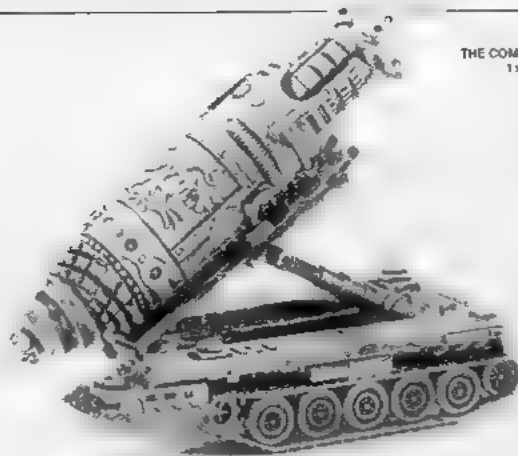
GORGON Mark 1
07604111



GORGON Mark 2
07604112



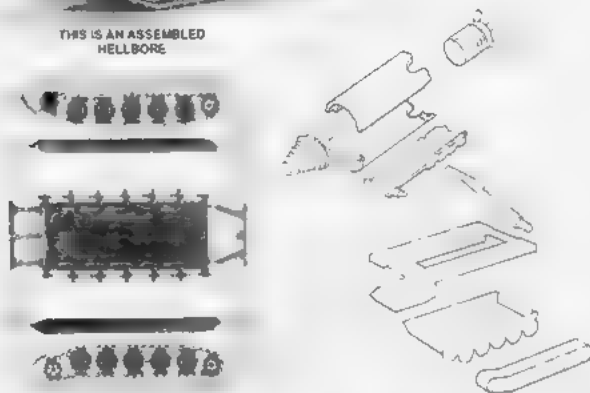
HELLBORE



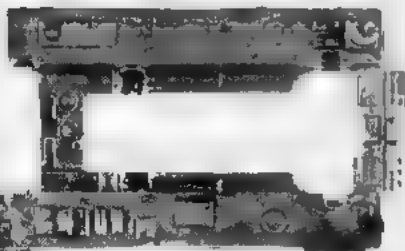
- THE COMPLETE HELLBORE CONSISTS OF
- 1x TRANSPORTER CHASSIS
 - 1x BORE HEAD
 - 1x PROPULSION JET
 - 1x BORE SIDE 1
 - 1x BORE SIDE 2
 - 1x LAUNCHING RAMP
 - 1x HYDRAULIC PISTON
 - 1x TRACK SPRUE

THIS IS AN ASSEMBLED HELLBORE

THIS MODEL WILL REQUIRE ASSEMBLY AS SHOWN IN THE EXAMPLE ON THE RIGHT



TRACKS SPRUE
(SHOWN AT 50%)
102543



TRANSPORTER CHASSIS
0760801



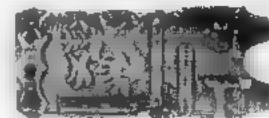
BORE HEAD
0760806



BORE SIDE 1
0760803



PROPULSION JET
0760807



BORE SIDE 2
0760804



LAUNCHING RAMP
0760802



HYDRAULIC PISTON
0760805

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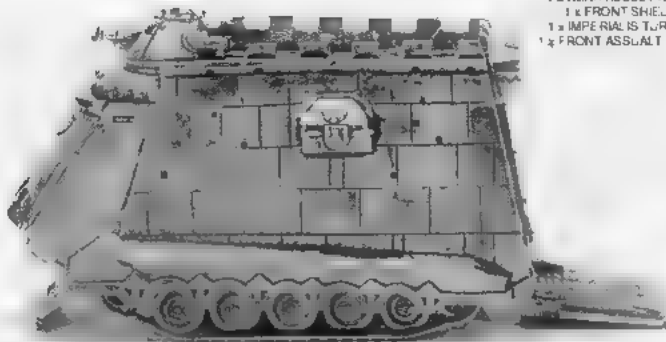


Designed by the Citadel Design Team

CAPITOL IMPERIALIS

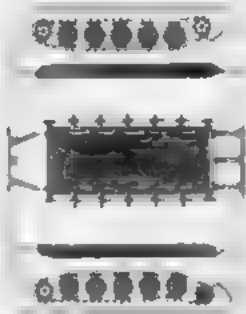
THE COMPLETE CAPITOL IMPERIALIS CONSISTS OF

- 1 x IMPERIALIS RIGHT SIDE
- 1 x IMPERIALIS LEFT SIDE
- 1 x ARMOURD ROOF
- 1 x REAR ASSULT RAMP
- 1 x FRONT SHIELD
- 1 x IMPERIALIS TURRET
- 1 x FRONT ASSULT RAMP

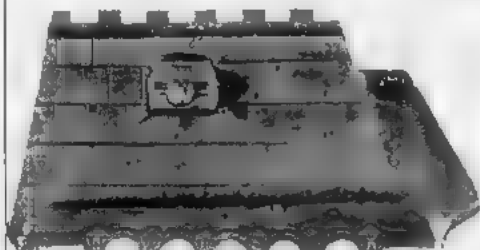


THIS IS AN ASSEMBLED
CAPITOL IMPERIALIS

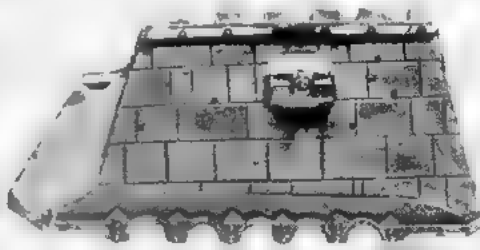
THIS MODEL WILL REQUIRE
ASSEMBLY AS SHOWN IN THE
EXAMPLE ON THE RIGHT



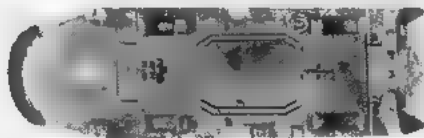
TRACKS SPRUE
(SHOWN AT 50%)
102543



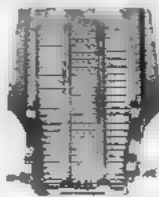
IMPERIALIS RIGHT SIDE
0760809



IMPERIALIS LEFT SIDE
0760808



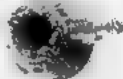
ARMOURD ROOF
07608010



REAR ASSULT RAMP
07608011



FRONT SHIELD
07608012



IMPERIALIS TURRET
07608014



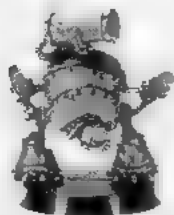
FRONT ASSULT RAMP
07608013

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IMPERIAL KNIGHTS

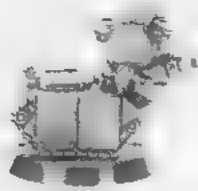
WARDENS



WARDEN 1
0761007

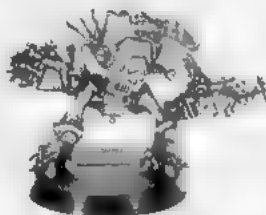


WARDEN 2
0761008

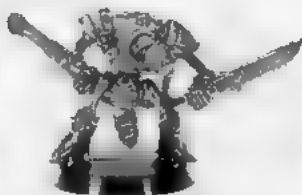


WARDEN 3
0761009

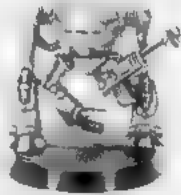
PALADINS



PALADIN 1
0761002

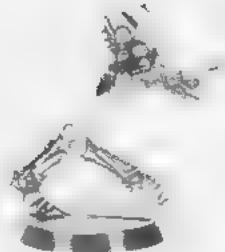


PALADIN 2
0761001

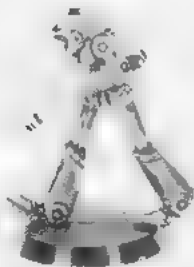


PALADIN 3
0761003

LANCERS



LANCER 1
0761005



LANCER 2
0761006



LANCER 3
076 004

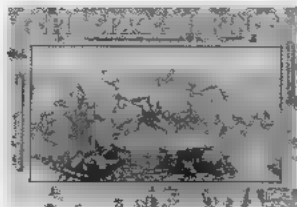
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CITADEL
MINIATURES

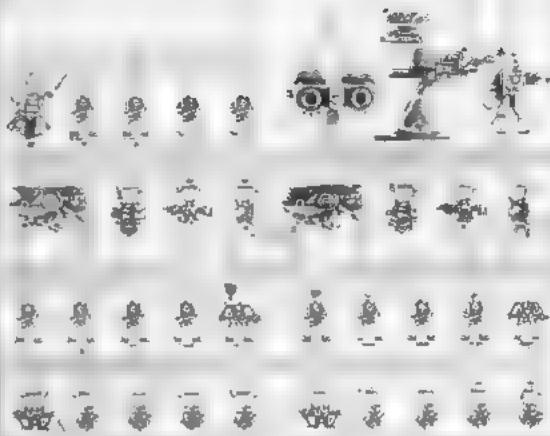
Designed by Jes Goodwin

EPIC IMPERIAL

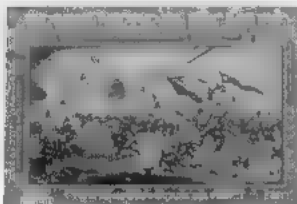


EPIC SPACE MARINES
This box set contains 10 of the highly detailed plastic sprues as shown on the right.

EPIC SPACE MARINE SPRUES
Each sprue contains the following
1 Robot, 2 Marine captains, 2 Marines with heavy weapons, 1 Marine commander, 20 Marines in mark 7 armour, 2 Marines in terminator armour, 4 Marines with jump packs, 2 Marine Bikers, 1 Landscaper.



EPIC SPACE MARINES SPRUE
125064



EPIC IMPERIAL GUARD
This box set contains 10 of the highly detailed plastic sprues as shown on the right.

EPIC IMPERIAL GUARD SPRUES
Each sprue contains the following
16 Imperial guardsmen, 4 Assault troops with jump packs, 1 Imperial guard gunner, 1 Imperial commander, 2 Rifleing snipers, infantry, 3 Sergeants, 1 Heavy weapon guardman, 1 Imperial guard officer, 1 Sentinel walker, 1 Robot, 1 Ogryn trooper, 2 Rough Riders, 2 Imperial Guard Bikers.



EPIC IMPERIAL GUARD SPRUE
125972

ROBOTS



COLOSSUS
076078/17



CATAPHRACT
076078/21



CRUSADER
076078/19



CONQUEROR
076078/20



CASTELLAN
076078/18

DREADNOUGHTS



CONTEMPTOR CLASS WITH BANNER
076078/15



FURIBUNDUS CLASS
076078/16



CONTEMPTOR CLASS
076078/14



DEREDEO CLASS
076078/13

Designed by

Alan Perry



CITADEL MINIATURES

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ELDAR TITANS



LAS CANNON WING
076404.2



MULTI LAUNCHER WING
076404.3



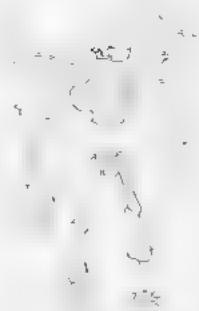
FARSEER HEAD
076404.14



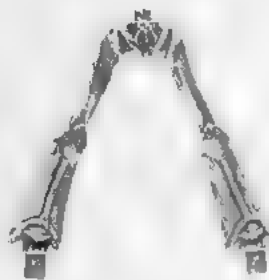
HEAD 1
076404.12



HEAD 2
076404.9



EACH COMPLETE ELDAR TITAN CONSISTS OF
2 x WINGS
1 x LEGS
1 x TORSO
1 x HEAD
2 x FEET
2 x SHOULDERS
2 x WEAPONS
PLEASE STATE WHICH ITEMS YOU
REQUIRE WHEN YOU ORDER



LEGS
076404.1



FOOT
076404.7



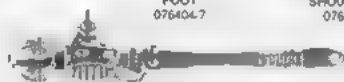
SHOULDER 1
076404.5



TORSO
076404.4



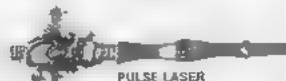
SHOULDER 2
076404.6



HEAT LANCE
076404.16



PSY CANNON
076404.15



PULSE LASER
076404.9



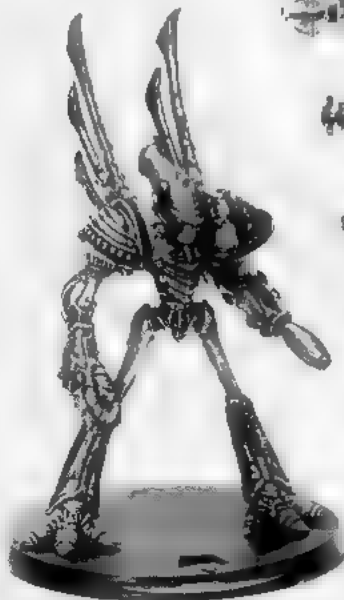
D-CANNON
076404.10



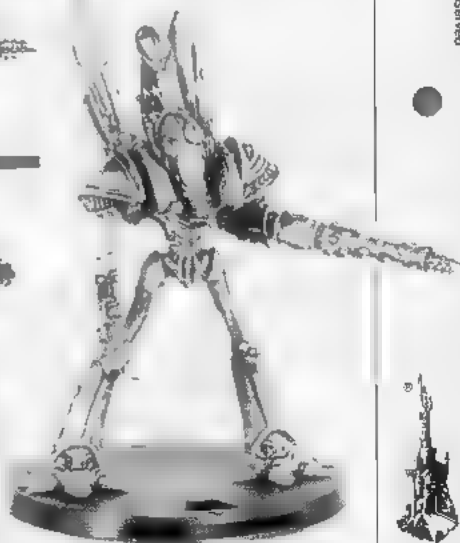
V-CANNON
076404.13



POWER FIST
076404.11



EXAMPLE OF THE COMPLETE ELDAR TITAN



EXAMPLE OF THE COMPLETE ELDAR TITAN

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Designed by Jes Goodwin

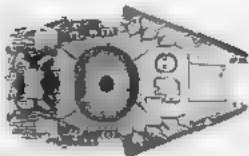
EPIC ELДАР

Designed by Jes Goodwin

TEMPEST GRAV TANK



THE COMPLETE TEMPEST CONSISTS OF
1 x TEMPEST CHASSIS
x TEMPEST LASER AND SHURIKEN
CANNON TURRETS



TEMPEST CHASSIS
076429-1



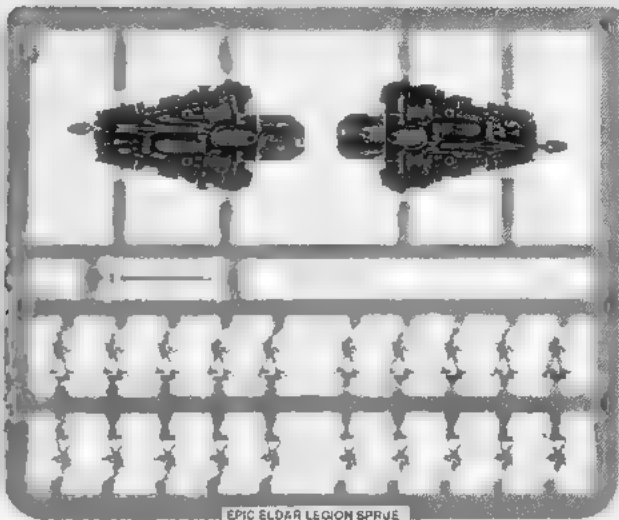
TEMPEST LASER AND SHURIKEN
CANNON TURRETS
076429-2



EPIC ELДАР LEGION

The box set contains 4 of the
highly detailed sprues as
shown on the right

EPIC ELДАР LEGION SPRUES
Each sprue contains the following
2 Falcon grav-tanks and 20 Bolar Infantry

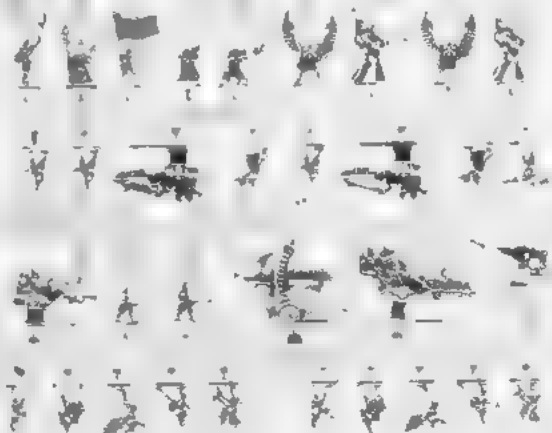


EPIC ELДАР LEGION SPRUE
122342



EPIC ELДАР WAR HOST
This box set contains 10 of the
highly detailed sprues as shown
on the right

EPIC ELДАР WAR HOST SPRUES
Each sprue contains the following
2 Harlequins, 2 Striking scorpions, 2 Wrathgued,
1 Warlock, 1 Assault jet bike, 5 Guardians, 2 Scouts,
2 Swooping hawks, 1 Guardian artillery crew,
1 Grav-mount vibro-cannon, 2 Exarches, 1 Howling
bancho, 2 Guardians with heavy weapons,
3 Jetbikes, 2 Fire dragons, 2 Dark reapers,
2 Dire avengers, 1 Guardian standard bearer
and 1 Grav-mount artillery



EPIC ELДАР WAR HOST
102361

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ELDAR KNIGHTS



FIRE GALE 1
0764701



BRIGHT STALLION 1
0764708



TOWERING DESTROYER 1
0764703



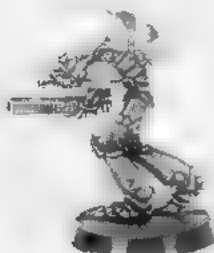
FIRE GALE 2
0764702



BRIGHT STALLION 2
0764705



TOWERING DESTROYER 2
0764709



FIRE GALE 3
0764704



FIRE GALE 4
0764706

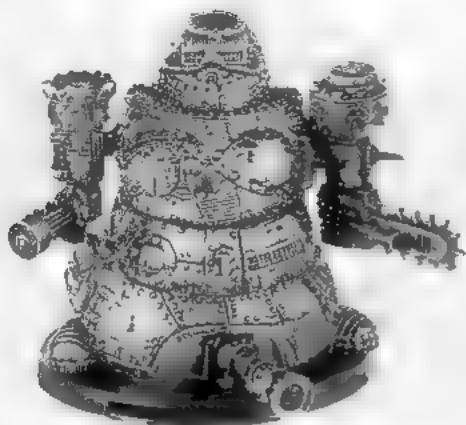


FIRE GALE 5
0764707

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ORK GREAT GARGANT

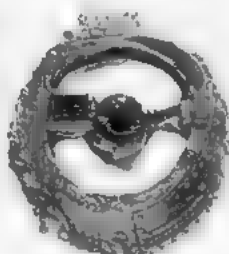


THE COMPLETE ORK GREAT GARGANT CONSISTS OF

- 1 x BODY SECTION 1
- 1 x BODY SECTION 2
- 1 x BODY SECTION 3
- 1 x STOKER'S PLATFORM
- 1 x FURNACE DOORS
- 1 x BALCONY
- 2 x FEET
- 1 x HEAD
- 2 x WEAPON MOUNTS PLUS
- 2 x ARM WEAPONS (RIPPER FIST OR GATTLING CANNON) PLUS
- 1 x BELLY MOUNTED GUN (GUT BUSTER OR SNAPPER) PLUS
- 2 x SHOULDER MOUNTED TURRETS (SCORCHER OR BATTLE CANNON OR OBSERVATION TURRET) PLUS
- 1 x HEAD TURRET IF MORK HEAD IS CHOSEN (SCORCHER OR BATTLE CANNON OR OBSERVATION TURRET) PLEASE STATE WHICH ITEMS YOU REQUIRE WHEN ORDERING



BODY SECTION 1
076208/6



BODY SECTION 2
076208/5



BODY SECTION 3
076208/4



FOOT
076208/10



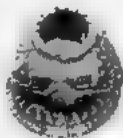
BATTLE CANNON TURRET
076208/16



SCORCHER CANNON
076208/14



BATTLE CANNON HEAD
076208/2



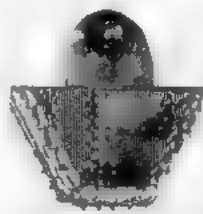
GORK HEAD
076208/1



MORK HEAD
076208/3



OBSERVATION TURRET
076208/13



STOKER'S PLATFORM
076208/8



RIPPER FIST
076208/18



GATTLING CANNON
076208/15



WEAPON MOUNT 1
076208/11



FURNACE DOORS
076208/7



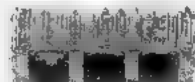
GUT BUSTER
076208/7



SNAPPER
076208/19



WEAPON MOUNT 2
076208/12



BALCONY
076208/9

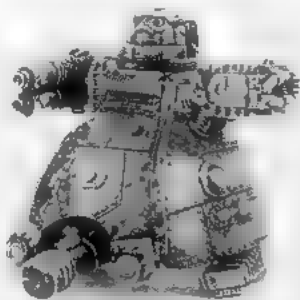
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CYTADEL
MINIATURES

Designed by Kev Adams

SLASHA GARGANT



EXAMPLE OF THE COMPLETED SLASHA GARGANT

THE COMPLETE SLASHA GARGANT CONSISTS OF

- 1 x FRONT
- 1 x BACK
- 1 x RIGHT SIDE
- 1 x LEFT SIDE
- 1 x HEAD
- 1 x BELLY GUN
- 2 x WEAPONS

PLEASE STATE WHICH ITEMS YOU REQUIRE WHEN ORDERING



RIPPER FIST
076211/6



BATTLE CANNONS
076211/7



HEAD 1
076211/5



BELLY GUN
076211/8



DEATH CANNON
076211/10



CLUSTER BUSTER
076211/11



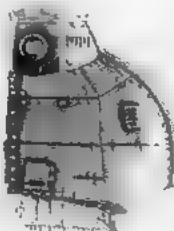
HEAD 2
076211/9



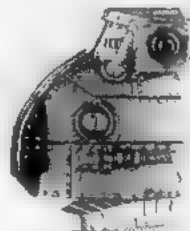
FRONT
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BACK
076211/3

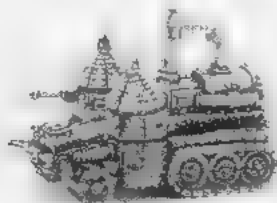


RIGHT SIDE
076211/2

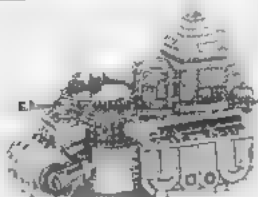


LEFT SIDE
076211/1

ORK WAR MACHINES



GIBLET GRINDA



BRAIN CRUSHA



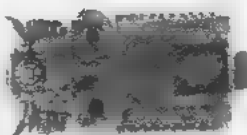
GUT RIPPA



BONE CRUNCHA



BOWEL BJRNA



SKULL HAMMA
CHASSIS
0762471

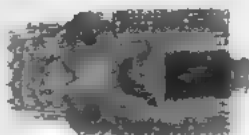
THE COMPLETE SKULL HAMMA CONSISTS OF
1 x SKULL HAMMA CHASSIS
1 x BOILER
2 x SKULL HAMMA TURRETS



BOILER
0762472



SKULL HAMMA
TURRET
0762473



GIBLET GRINDA
CHASSIS
0762474

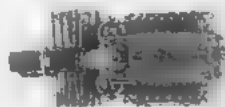
THE COMPLETE GIBLET GRINDA CONSISTS OF
1 x GIBLET GRINDA CHASSIS
2 x GIBLET GRINDA TURRETS
1 x GIBLET GRINDA OBSERVATION TOWER



GIBLET GRINDA
TURRET
0762475



GIBLET GRINDA
OBSERVATION TOWER
0762475

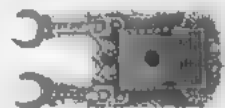


BRAIN CRUSHA
CHASSIS
0762507

THE COMPLETE BRAIN CRUSHA CONSISTS OF
1 x BRAIN CRUSHA CHASSIS
1 x OBSERVATION TOWER



OBSERVATION
TOWER
0762508

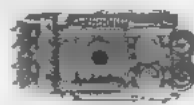


GUT RIPPA
CHASSIS
0762502

THE COMPLETE GUT RIPPA CONSISTS OF
1 x GUT RIPPA CHASSIS
1 x GUT RIPPA TURRET



GUT RIPPA
TURRET
0762503

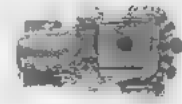


BONE CRUNCHA
CHASSIS
0762504

THE COMPLETE BONE CRUNCHA CONSISTS OF
1 x BONE CRUNCHA CHASSIS
1 x DUAL AUTO CANNON TURRET



DUAL AUTO
CANNON TURRET
0762505



BOWEL BJRNA
CHASSIS
0762509

THE COMPLETE BOWEL BJRNA CONSISTS OF
1 x BOWEL BJRNA CHASSIS
1 x BOWEL BJRNA TURRET



BOWEL BJRNA
TURRET
0762510

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EPIC ORKS

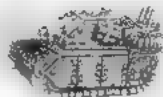
Designed by Kev Adams



SPLEEN RIPPER
07625012



07625011



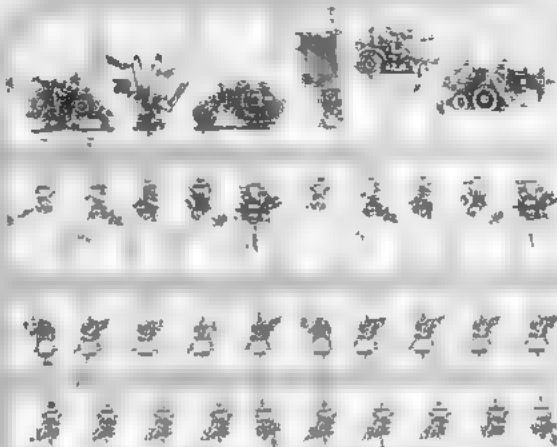
LUNG BURST
076250



EPIC ORK INVASION
This box set contains 10 of the highly detailed plastic sprues as shown on the right

EPIC ORK INVASION SPRUES

Each sprue contains
1 Bearboy, 1 Standard bearer,
1 War buggy, 1 Warboss, 1 Warbike,
2 Stormboyz, 2 Wildboyz, 1 Tractor
Beam, 2 Madboyz, 16 Ork boyz,
2 Gorchin, 2 Nobz and 4 Orks with
Heavy weapons.



EPIC ORK INVASION SPRUE
103029

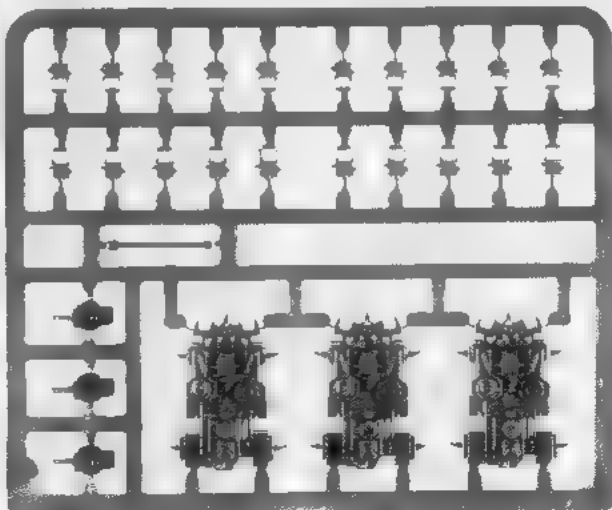


ORK HORDE
This box set contains 6 of the highly detailed plastic sprues as shown on the right

ORK HORDE SPRUES

Each sprue contains
3 Battle Wagons and
20 Ork boyz.

All the sprues are complete with plastic epic bases



ORK HORDE SPRUE
132130

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CITADEL
MINIATURES

EPIC DAEMONS

KHORNE



BLOODTHIRSTER
076501.5



BLOODLETTER
076501.6



FLESH HOUND
076501.7

SLAANESH



KEEPER OF SECRETS
076501.11



DAEMOHETTE
076501.12



FIELD
076501.13

NURGLE



GREAT UNCLEAN ONE
076501.1



PLAGUE BEARER
076501.2



MURGLINGS
076501.4



BEAST
076501.3

TZEENTCH



LORD OF CHANGE
076501.8



HORROR
076501.9



FLAMER
076501.10

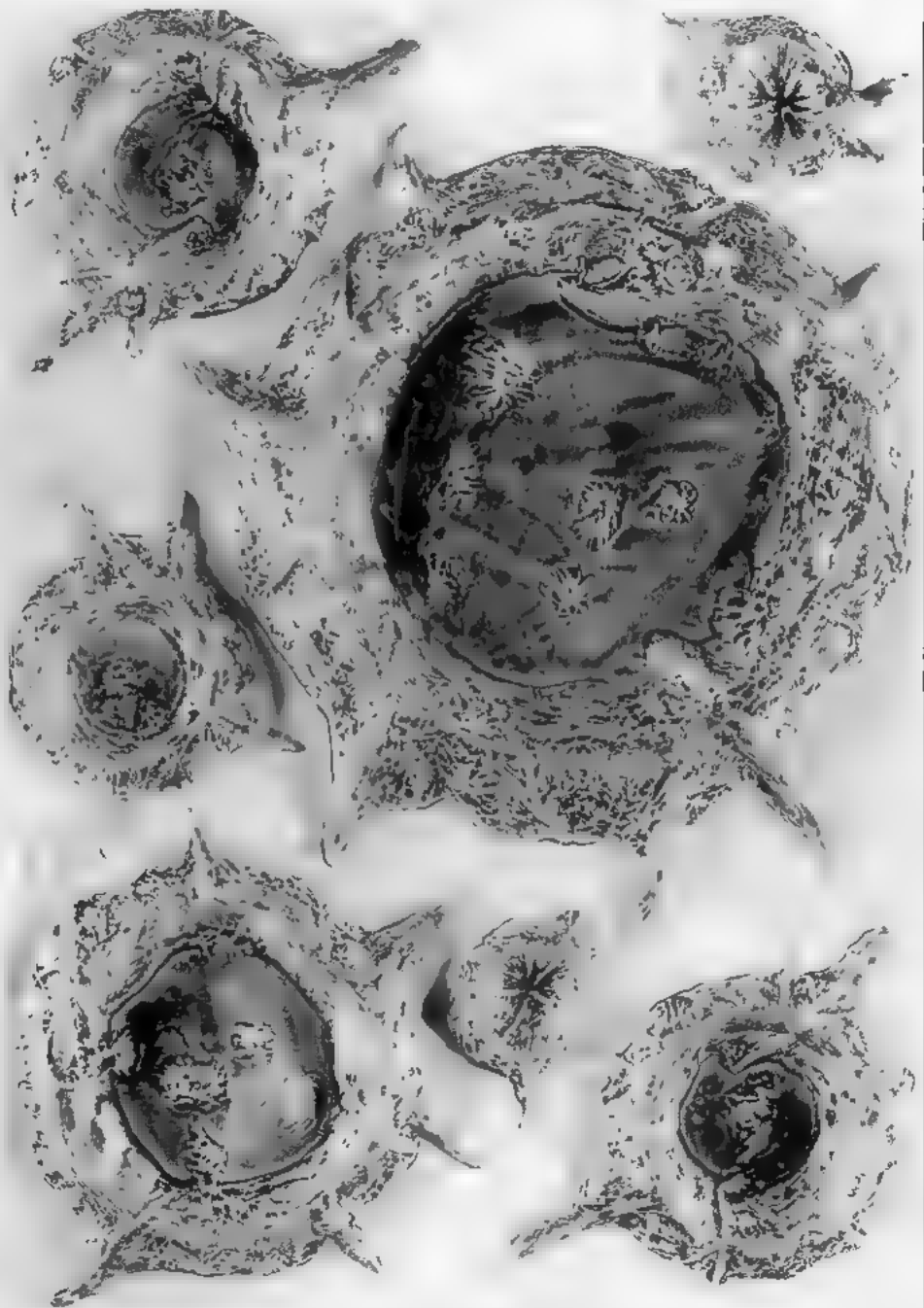
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Designed by Jes Goodwin and Colin Dixon

CRATERS

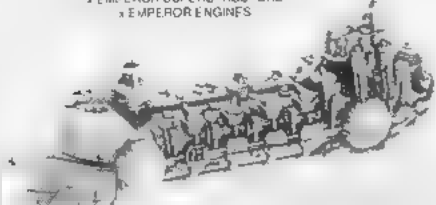


EACH SHEET OF CRATERS CONTAINS 2 HALF INCH CRATERS,
1 ONE INCH CRATER, 2 ONE AND A HALF INCH CRATER,
1 TWO INCH CRATER AND 1 THREE INCH CRATER.

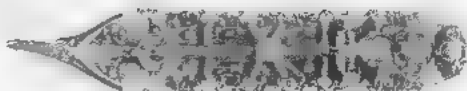
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SPACE FLEET

THE COMPLETE EMPEROR CAPITALSHIP CONSISTS OF:
 x EMPEROR SUPERSTRUCTURE
 x EMPEROR ENGINES



EMPEROR CAPITAL SHIP



EMPEROR SUPERSTRUCTURE
077733/1

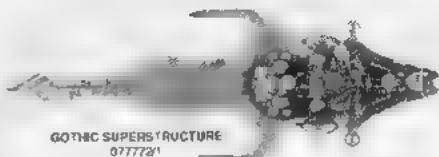


EMPEROR ENGINES
077733/2

THE COMPLETE GOTHIC BATTLESHIP CONSISTS OF:
 1 x GOTHIC SUPERSTRUCTURE
 1 x GOTHIC KEEL GUN
 1 x GOTHIC ENGINES



GOTHIC BATTLESHIP



GOTHIC SUPERSTRUCTURE
077722/1



GOTHIC KEEL GUN
077722/3



GOTHIC ENGINES
077722/2

THE COMPLETE IRONCLAD BATTLESHIP CONSISTS OF:
 1 x IRONCLAD HULL
 1 x IRONCLAD SUPERSTRUCTURE



IRONCLAD BATTLESHIP



IRONCLAD HULL
077721/1



IRONCLAD SUPERSTRUCTURE
077721/2



FIRESTORM CRUISER
077706/1



COBRA DESTROYER
077706/1



CASTELLAN SHIELD SHIP
077758/1

THE COMPLETE ELДАР WRAITHSHIP CONSISTS OF:
 1 x WRAITHSHIP SUPERSTRUCTURE
 1 x WRAITHSHIP SAILS



ELДАР WRAITHSHIP



WRAITHSHIP SUPERSTRUCTURE
077784/2



WRAITHSHIP SAILS
077784/1

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**CITADEL
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SPACE FLEET

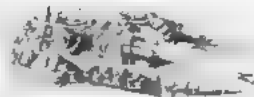
THE COMPLETE ANNIHILATOR BATTLESHIP CONSISTS OF
1 x ANNIHILATOR SUPERSTRUCTURE
1 x ANNIHILATOR TURRETS



ANNIHILATOR SUPERSTRUCTURE
077843.1



ANNIHILATOR CANNON TURRETS
077843.2

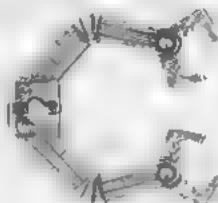


ANNIHILATOR BATTLESHIP

THE COMPLETE DICTATOR BATTLESHIP CONSISTS OF
1 x DICTATOR SUPERSTRUCTURE
1 x DICTATOR POWER CLAWS



DICTATOR SUPERSTRUCTURE
077829.2



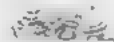
DICTATOR POWER CLAWS
077829.1



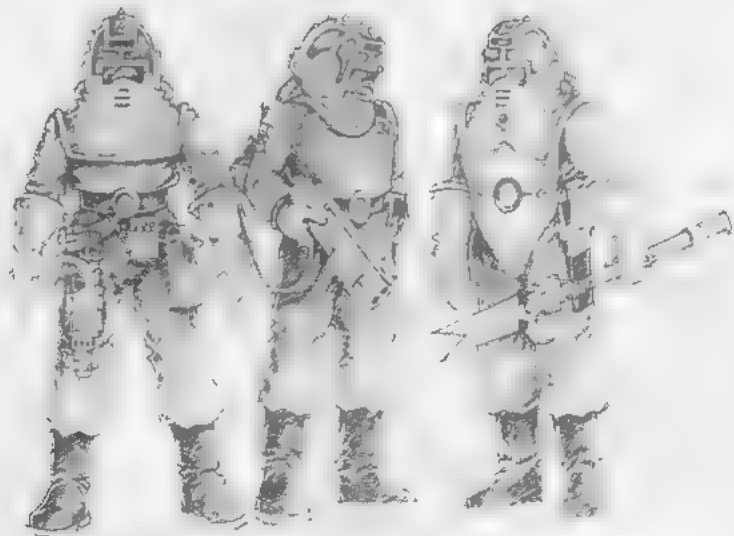
DICTATOR BATTLESHIP



THUNDERBOLT CRUISER
077831.1



STALWART ESCORT SHIP
077856



DESIGNER

Designed by Norman Swales

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CITADEL
MINIATURES



SPACE FLEET



THE COMPLETE ELДАР SHADOWHUNTER CONSISTS OF:
 1 x SHADOWHUNTER SAILS
 1 x SHADOWHUNTER SUPERSTRUCTURE

ELДАР SHADOWHUNTER



SHADOWHUNTER SAILS
 0778171



SHADOWHUNTER SUPERSTRUCTURE
 0778172

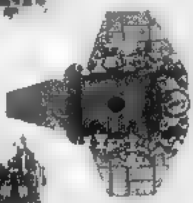


THE COMPLETE TYRANT BATTLESHIP CONSISTS OF:
 1 x TYRANT SUPERSTRUCTURE
 1 x TYRANT DOMINATOR ENGINES

TYRANT BATTLESHIP



TYRANT SUPERSTRUCTURE
 07780A2



TYRANT DOMINATOR ENGINES
 0777971



THE COMPLETE DOMINATOR BATTLESHIP CONSISTS OF:
 1 x DOMINATOR SUPERSTRUCTURE
 1 x TYRANT / DOMINATOR ENGINES

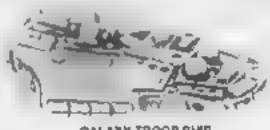
DOMINATOR BATTLESHIP



DOMINATOR SUPERSTRUCTURE
 0777972

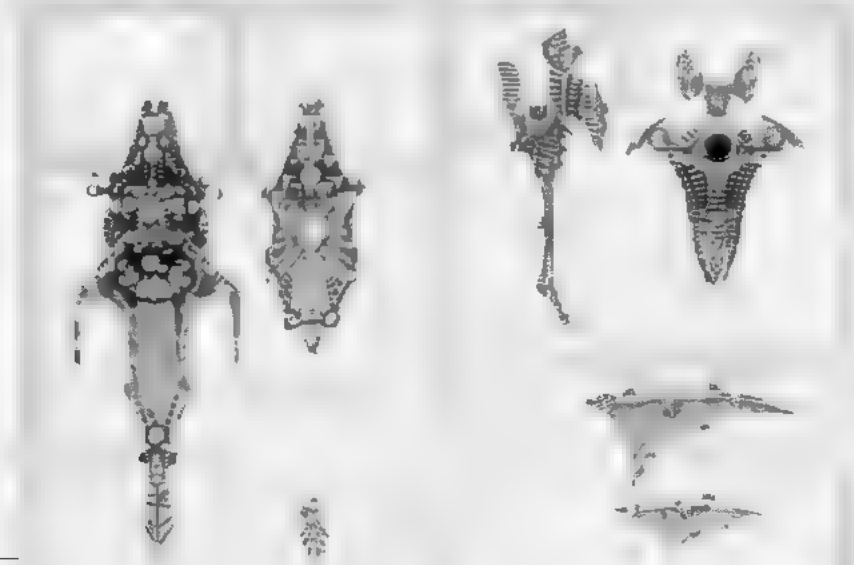


GOLIATH FACTORY SHIP
 0777801



GALAXY TROOP SHIP
 0777451

GOTHIC BATTLESHIP AND ELДАР WRAITHSHIP SPRUE
 125737



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WARHAMMER 40,000

WARHAMMER 40,000 RULEBOOK

There is no time for peace. No respite. No forgiveness. There is only war.

The galaxy is a hostile place. There are alien forces that would enslave or destroy mankind if they could. Wars rage over cold, airless planets, among the blasted cities of hive worlds, and within the borders of the Imperium itself. Only the Space Marines, the finest warriors in the Imperium, can save the galaxy from destruction. Dedicated to the Emperor's service, the Space Marines are men strengthened by advanced bio-processing techniques to create the ultimate fighting force.

Warhammer 40,000 is a miniature based tabletop game designed for two or more players. You represent the forces of the Imperium or any one of the many enemies ranged against its borders. It is suitable for games varying in size from simple skirmishes to full scale battles.

0159 Softback Rulebook (288 pages: 2 or more players aged 14-adult)



WARHAMMER 40,000 COMPENDIUM

A collection of Warhammer 40,000 articles from White Dwarf magazine issues 98 to 113. Contents include the army lists, history and background for Space Marines, Imperial Guard, Squats and Eldar Harloquins.

0152 Softback Rulebook (200 pages)

(Warhammer 40,000 is required to use the contents of this book)

WARHAMMER 40,000 COMPILATION

A collection of Warhammer 40,000 articles from White Dwarf magazine issues 114 to 127. Contents include new rules for Imperial forces, Eldar and Genestealers.

0164 Softback Rulebook (120 pages)

(Warhammer 40,000 is required to use the contents of this book)



WAAARGH THE ORKS

Waaargh The Orks includes the history of the Ork race, information on all aspects of Ork society and its place in the Warhammer 40,000 universe, an in-depth study of the six greatest Ork clans: the Evil Sunz, the Snake-Bites, the Bad Moons, the Goffs, the Death Skulls and the Blood-Axes, together with uniform painting guides and details of the Ork language.

0153 Pad and Wrap Sourcebook (104 pages)

(Warhammer 40,000 is required to use the contents of this book)

'ERE WE GO

'Ere We Go contains new game rules and army lists for three Ork Clans: Goffs, Snake bites and Blood-Axes. Game rules cover Painboyz, Bionik Bitz, Runtherdz, Weardboyz, Madboyz, Mekboyz, Tin Boyz, the Squig Catapult, the Hop Splat field gun, Shock attack gun, Kustom Weapons, Kombi Weapons, data sheets for Ork vehicles and a description of how to paint your Ork army.

0154 Hardback Rulebook (228 pages)

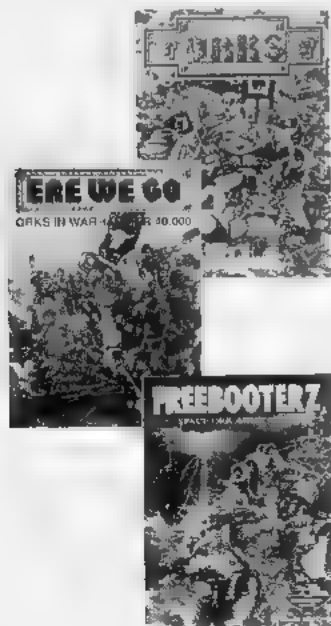
(Warhammer 40,000 is required to use the contents of this book)

FREEBOOTERZ

Freebooterz contains new game rules and army lists for three Ork Clans: the Evil Sunz, the Bad Moons and the Death Skulls, plus a comprehensive army list for the many types of Ork Freebooterz. This book also contains a practical guide to painting your Freebooterz and a description of how to model and paint your own Ork buildings for your tabletop games of Warhammer 40,000.

0162 Hardback Rulebook (144 pages)

(Warhammer 40,000 is required to use the contents of this book)



WARHAMMER FANTASY BATTLE

WARHAMMER FANTASY BATTLE RULEBOOK

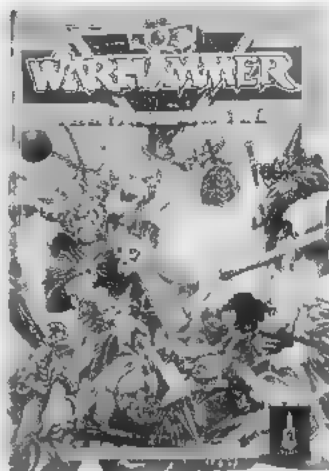
Cold dank mists rolled across the battlefield. The two sides formed up in sweeping lines, waiting for the order to charge. The day of reckoning was here, and its outcome was to be decided in combat.

In Warhammer Fantasy Battle mighty armies clash together, valiant Humans struggle to hold back the tide of Chaos sweeping down from the north, Dwarfs defend their mountain strongholds from rampaging Orcs and Goblins, and Elves harry the evil creatures which assail their forest homes. Across the Old World, all manner of races test their mettle in pitched battle.

Warhammer Fantasy Battle is a miniatures based tabletop game designed for two or more players. With this rulebook, fantastic conflicts can be fought out over a tabletop battlefield – from small skirmishes to truly awe-inspiring epic battles.

This book explains the basic game, provides the advanced rules, a magic system, an in-depth description of the Warhammer World, a bestiary and a ready-to-play battle so you can get into the action right away.

0114 Softback Rulebook (304 pages) 2 or more players aged 14 adult)



WARHAMMER ARMIES

Throughout the Warhammer World, from the forests of The Empire to the jungles of Lustria, from the Elven Kingdoms to the Chaos Wastes, mighty armies are on the move. Massed ranks of highly-trained troops march upon each other leaving great swathes of destruction in their wake. So raise the standard and let battle commence.

Warhammer Armies contains rules and army lists for Bretonnians, Chaos, Dark Elves, Dwarfs, The Empire, High Elves, Orcs and Goblins, Skaven, Slann, Undead and Wood Elves.

Also included are numerous ally contingents and mercenary bands, including Giants, Ogres, Norse, Nippon, Fimir, Hobgoblins and Pygmies, and rules for army composition, new magic weapons and war machines.

Warhammer Armies is an indispensable aid for all Warhammer Fantasy Battle players. Packed with illustrations of all the troop types, plus hundreds of shield and banner designs (many in full colour), it also includes revised record cards and a handy game reference sheet.

**0115 Softback Rulebook (170 pages)
(Warhammer Fantasy Battle is required to use the contents of this book)**

WARHAMMER SIEGE

Warhammer Siege contains full rules for fighting siege actions in Warhammer Fantasy Battle and Warhammer 40,000, from full-scale assaults to protracted campaigns. The rules in this major expansion cover everything you need to know to fight siege warfare, from construction, siege machines and wall defences to pouring boiling oil on your opponents.

The rules have been specifically designed to be used in conjunction with the Citadel Mighty Fortress or with your own hand-built fortifications or any similar model castle or siege works.

Warhammer Siege comes complete with 20 pages of pull-out reference sheets, maps, counters, templates and an introductory fantasy siege, The Defence of Caraz-Lumbar.

**0117 Softback Rulebook (148 pages)
(Warhammer Fantasy Battle or Warhammer 40,000 is required to use the contents of this book)**



REALM OF CHAOS

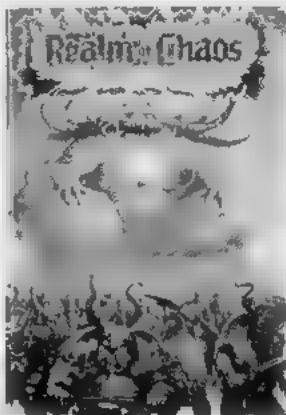
The material world is not the only plane of existence. There is an immaterial world which co-exists with our own and forms a parallel dimension or alternative reality. This is the Realm of Chaos. In the Realm of Chaos there are no planets or stars, no lands, sky or features that we would recognise. Instead it consists of an endless sea which is not formed of physical matter but pure energy. This energy is the raw matter of the Chaos Powers and of all magic. The Chaos Powers are immortal creatures with unimaginable abilities and resources. There are many lesser powers but only four great ones. Khorne, Slaanesh, Nurgle and Tzeentch. *The Lost and the Damned* and its companion volume *Slaves to Darkness* describe the fantastic and otherworldly Realm of Chaos. Both volumes contain invaluable background material and rules for all players of Warhammer 40,000 and Warhammer Fantasy.



REALM OF CHAOS - SLAVES TO DARKNESS

Slaves to Darkness contains everything you need for campaigns set in the Chaos Wastes of the Warhammer World. This book contains army lists (for Warhammer Fantasy Battle and Warhammer 40,000) for followers of the two great Chaos Powers, Khorne and Slaanesh. It also includes full details of the Magic of Chaos and the foul mutations which warp the bodies and minds of its followers and a complete generation system for Chaos Champions and their retainers.

0111 Hardback Rulebook (280 pages)



REALM OF CHAOS - THE LOST AND THE DAMNED

The Lost and the Damned is the second part of Realm of Chaos. It covers the two Chaos Powers, Tzeentch and Nurgle. It includes an extensive narrative campaign section, details of Chaos runes, the Dark Tongue, Lesser Powers and creating independent Daemons, Chaos Warbands and Champions of Chaos. There are also sections on Beastmen, Centaurs, Minotaurs, Dragon Ogres, Daemon Legions of Chaos and Chaos Renegades.

0112 Hardback Rulebook (296 pages)

(Possession of Warhammer 40,000, Warhammer Fantasy Battle or Warhammer Fantasy Roleplay is necessary to use these books)

MIGHTY EMPIRES



MIGHTY EMPIRES

In *Mighty Empires*, players lead armies in ferocious battle, cities are laid waste, fortresses besieged and brought low, and unknown territories explored. The ultimate objective is to destroy your enemies and expand your empire to cover the entire world. Diplomacy and intrigue play an important part too. Secret agents, spies, assassins and saboteurs can be dispatched to root out secrets and wreak havoc from within the enemy's homelands.

Mighty Empires contains 112 full colour hexagonal map tiles, 150 plastic Citadel Miniatures (15 cities, 15 fortresses, 15 dragons, 15 ships, 45 villages and 45 army banners), over 160 territory markers, dozens of counters, 6 strategic battle cards, 1 sheet of self adhesive flags, 2 dice and a rulebook.

0122 Boxed Game (2-3 players aged 14 - adult)

SPACE MARINE

Space Marines and the Titan Legions are the embattled defenders of the Imperium. Against them are arranged the implacable enemies of mankind. Throughout the galaxy, hordes of barbaric Orks rampage and destroy, driven by their insatiable racial need to conquer and enslave.

Other races also find themselves caught up in the battle for survival. The ancient and technically superior Eldar are bound in their age-long struggle against extinction. Their advanced weaponry and acute psychic powers make them formidable in battle and worthy opponents for Space Marines and Orks.

The Space Marine game provides rules which allow you to represent all this on the tabletop - and much more besides. The clear and instructive rulebook carefully explains how to assemble your army using the special epic army cards provided in the game. The game rules cover all the Eldar, Ork and Space Marine models in the Space Marine game box - plus a variety of models from Citadel Miniatures' Epic scale range. This new and original game system is easy to learn and exciting to play

As the commander of a conquering army each player relies upon his tactical skill to outmanoeuvre and outfight his opponent. He must work out the best time to launch an attack, whether buildings, high ground or other features are worth capturing, and how terrain can be exploited to give troops cover

Needless to say it is vital to choose the right troops - infantry to support your advance and occupy buildings, battle tanks to provide fire power, fast troops to rush round the enemy's flanks, and the near unstoppable Titan to deliver the killing blow. Of course luck also plays a part, and the best generals will be prepared to take advantage of good fortune, just as they guard against set-backs by the clever positioning of reserves. Ultimate victory belongs to the top general, the boldest strategist and the finest of the galaxy's bravest warriors!

Space Marine contains over 540 plastic Epic scale Citadel Miniatures, including Land Raiders, Rhinos, Space Marine, Orks, Battlewagons, Eldar Falcon Grav-tanks and a Warlord Titan. The game also comes with 10 full colour detailed card buildings with plastic roofs, over 50 Epic army cards for Orks, Eldar and Space Marines, reference sheets, 2 six-sided dice and 3 special scatter and arm dice, an easy to follow rulebook and over 100 counters and templates

0352 Boxed Game (2 or more players ages 14-adult)



SPACE HULK



SPACE HULK

Drifting through the universe of Warhammer 40,000, the vast derelict spaceships known as space hulks bring a terrible threat to all Human life. Hidden within their corridors are thousands of terrifying, six-fingered aliens – the Genestealers.

Only the finest warriors of the Imperium, the Space Marines, can defeat this menace. They must board the decaying space hulks clad in Terminator armour and carrying the finest weapons the Imperium can provide. Only the elite of the Space Marines are chosen to serve in Terminator Squads, trained to operate in the most dangerous of battlefield conditions and in the dark vacuum of starship boarding actions.

In Space Hulk, one player takes the role of the Space Marines, fanatical warriors dedicated to the destruction of the enemies of the Emperor of Man, equipped with awesome weaponry and massive Terminator armour. The other player takes the role of the Genestealers, fast, vicious, and super strong alien creatures. The game takes place aboard a massive derelict vessel known as a space hulk, in which the aliens are invading human space.

Space Hulk contains 30 finely sculpted plastic Citadel Miniatures (10 Space Marines and 20 Genestealers), 47 full colour interlocking room and corridor sections, a rulebook, a missions book, colourful counters and 5 dice.

0331 Boxed Game (2 players ages 12-adult)

DEATHWING

Every hundred years, the Dark Angels chapter of Space Marines come to the world of the Plains People. From the mightiest huntsmen and the greatest warriors they choose those who will join the Space Marines and serve the Emperor. Only the brave become Space Marines. And only the bravest of the brave join the Dark Angel Terminator Company Deathwing.

Deathwing is an expansion set for Space Hulk and is packed with new rules, missions and playing pieces. 12 plastic Citadel Miniatures (4 Space Marines and 8 Genestealers), 20 full colour interlocking corridor and room sections, a 64 page rulebook, 10 full colour geosles for use with the Missions Generator system, counters representing crates, rubble, cryogenic tanks, ladders, pitfalls, C.A.T.s, bulkheads and Genestealer ambush blips.

0333 Boxed Supplement (Space Hulk is required to use the contents of this box)



GENESTEALER

Alongside the real space of the material universe, there is a quite separate and co-existing immaterial universe. This is commonly known as the warp or warp-space. In a few people sensitivity to the warp is far more finely tuned than normal. These people are known as psykers and they are able to use the raw energy of the warp to affect the material universe. They can strike their enemies with arcing bolts of lightning and roaring blasts of hellfire.

Genestealer is the game of psychic combat in Space Hulk where Terminator Librarians and Grey Knights battle it out against psychic Genestealer Hybrids.

This box contains 15 plastic Citadel Miniatures (5 Terminator Librarians and 10 Genestealer Hybrids), 44 full-colour psychic combat cards, 8 interlocking wide corridor sections, a fully illustrated rulebook and a host of full-colour counters.

0334 Boxed Supplement (Space Hulk is required to use the contents of this box)



SPACE HULK CAMPAIGNS

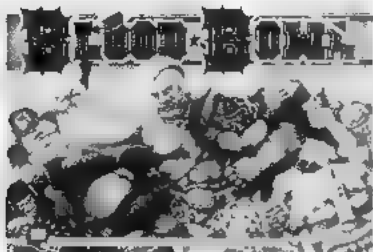
This book includes four complete campaigns – linked series of four to six missions where the outcome of each mission affects your overall chances of success. You can also play all the campaign missions as one-off games. Plus we've included four bonus stand-alone missions.

Expansion rules cover Space Marines in power armour, new weapons and grenades, and Traitor Terminators, with new mission generator scenarios and mission generator campaign for fighting Imperial vs Traitor Space Marine battles.

0335 Softback Rulebook (96 pages)

(Space Hulk, Deathwing and Genestealer are required to use this book)

BLOOD BOWL



BLOOD BOWL

For many people violence is a way of life. Some sign up as soon as they are able, and travel to far distant lands to fight for king and country. Others adopt the adventuring life seeking excitement and unimaginable treasure. But the really mean play Blood Bowl.

Blood Bowl is the game of fantasy football in the Old World. It terrifies even the most seasoned warrior. Strong men faint when they witness a rather mild Blood Bowl tackle. They simply cannot bear to watch the punishment a Blood Bowl player dishes out to his opponents.

But there's more to the game than that - the teams are trying to score Touchdowns. That's why all Blood Bowl players are skilled sportsmen as

well as killing machines. After all, the team that wins the Blood Bowl Trophy does so by scoring the most Touchdowns, rather than annihilating every other team in the league. Though many players, and most of the fans, prefer the second way!

Blood Bowl contains a 3 part, three-dimensional pitch made from expanded polystyrene, 32 plastic Citadel Miniatures (16 Humans and 16 Orcs), 4 plastic footballs, rulebook, background book, dug-outs, numerous templates, End Zones, a sheet of sucky backed numbers, Team Cards, 4 six-sided and 1 eight-sided dice

0271 Boxed Game (2 players ages 12-adult)

STAR PLAYERS

Star Players is an invaluable aid to every Blood Bowl Coach. It gives you all the information you'll need to use Star Players, the Astrogranite heroes who can make a good team great and a great team unbeatable. It includes details of their special skills, rules for creating your own Blood Bowl heroes and playing cards for the 48 of the Old World's top players.

This book also contains information on all the races of the Known World, including Dwarfs, Elves, Dark Elves, Skaven, Chaos Mutants and many more. Plus rules for Large Monsters and game statistics for eight of the all time great teams.

0273 Hardback Rulebook (64 pages plus 8 pages of card)
(Blood Bowl is required to use the contents of this book)



BLOOD BOWL COMPANION

The Blood Bowl Companion is packed with new rules for Blood Bowl. It includes full rules for running a Blood Bowl campaign, Kickers, Referees, Fans, Magic, Secret Weapons, Traps and 22 new Star Player cards.

The campaign rules allow you to coach your team to the top of the Blood Bowl League, competing for the ultimate honour of the Blood Bowl Trophy. There's everything you need for hiring and firing Rookies, training them to become Star Players, and indulging in dirty tricks like bribing Refs and spying on other teams.

0274 Hardback Rulebook (64 pages plus 8 pages of card)
(Blood Bowl is required to use the contents of this book)

ELVES, DWARFS AND DUNGEONBOWL

Blood Bowl underground! Deep under the earth, 12 teams compete in the Dungeonbowl league, a variant of Blood Bowl sponsored by the Colleges of Magic. Hidden in one of the numerous trapped chests scattered around the dungeon is the ball. The teams must find it, hold on to it and score a Touchdown. If it's the wrong chest - boom, one less on the team. To make life even more difficult, the dungeon is criss-crossed with a network of Teleporters, so that a player may suddenly find himself surrounded by the other team appearing from thin air.

Elves, Dwarfs and Dungeonbowl contains 32 plastic Citadel Miniatures (16 Elves and 16 Dwarfs), 6 Dungeon Tiles, 2 End Zone Tiles, 4 plastic doors, 4 plastic spiked footballs, a rulebook and dozens of counters.

0272 Boxed Game (Blood Bowl is required to use the contents of this box)



ADVANCED HEROQUEST

The Old World is a dangerous place swarming with thieves and brigands and in a state of constant war. Only the toughest survive the dangers that wait around every corner. In Advanced Heroquest you play the part of a Hero as you set out on the road to legendary power and riches. Your adventures will take you on quests into the dark places of the world, to tunnels and caverns filled with terror, hopefully to find gold and magical treasures. The Heroes are Human, Dwarf and Elf adventurers, great Warriors and Wizards who battle the monsters that live in the underworld.

Advanced Heroquest is a complete roleplay system for use with Citadel Miniatures. It is the gateway to a whole new world of adventure where you can roleplay mighty Heroes, developing your character's strengths and abilities from game to game.

Advanced Heroquest contains 36 finely-detailed plastic Citadel Miniatures (4 Heroes, 12 Henchmen and 20 Skaven), over 40 full-colour interlocking room and corridor sections, 6 plastic doors, over 3 dozen counters and a fully illustrated rulebook.

0571 Boxed Game (2 or more players ages 12-adult)



ADVANCED HEROQUEST PAINT SET

The Advanced Heroquest paint set contains everything you need to start painting Citadel Miniatures.

The box contains a paintbrush, 9 Citadel Colour non-toxic water-based paints (Midnight Silver, Skull White, Chaos Black, Go Fast! Red, Enchanted Blue, Goblin Green, Bad Moon Yellow, Orc Brown and Bruised Flesh), a painting guide and 18 plastic Citadel Miniatures (4 Heroes, 1 Skaven, 1 Wood Elf, 1 Orc, 1 Goblin, 1 Dark Elf, 1 Dwarf and 8 Skeletons).

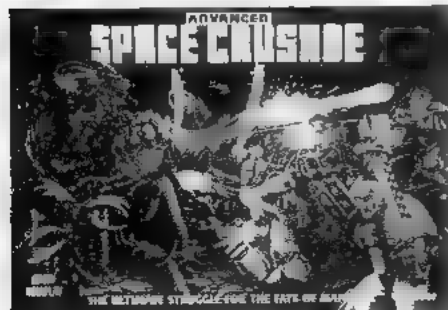
0575 Boxed Paint Set and Miniatures



ADVANCED SPACE CRUSADE

Not since the time of the Horus Heresy has the future of the galaxy hung by so slender a thread. From a galaxy unimaginably distant comes a terrifying entity, the Tyranid Hive Mind, an intelligence that is utterly alien, a mind that is many, naked minds. The Tyranids are six-armed creatures which stand twice as high as a man and are protected by a natural armour of overlapping bony plates. The Tyranids have travelled to the Imperium in a hive fleet consisting of a great swarm of millions of spacecraft. Each spacecraft is a gigantic living creature fashioned from organic tissue by sophisticated genetic manipulation. The Tyranid Hive Mind hungers for fresh gene stocks that can be used to create new bio-construct creatures and organic machines. Humanity will be absorbed and used to create a new generation of bio-technology. It will be death to the human race, but to the Tyranid Hive Mind it is no more than the harvesting of a field of wheat.

It is the duty of the Space Marine Scouts to infiltrate the enemy lines. The Space Marine Scouts are fast and mobile, they wear lighter armour than ordinary Space Marines and are less heavily armed. Although not as experienced than their more senior battle brothers, they are by no means less feared. The Space Marine Scouts have been surgically altered to make them tougher, stronger and more capable than any ordinary human. They are led by Veteran Space Marines whose experience and bravery serve as an example of correct Space Marine conduct. One player controls the Space Marine Scouts and must destroy the Tyranid's living vessel by sabotaging its vital organic devices. The other player represents the Tyranids who must stop the Scouts by deploying Tyranid Warriors in different areas of the ship.



Advanced Space Crusade contains 21 plastic Citadel Miniatures (6 Tyranid Warriors, 15 Space Marine Scouts), 6 interlocking full-colour board sections, 16 doors, an illustrated rulebook, area effect templates, 36 exploration cards, weapon markers and a host of full-colour counters.

0191 Boxed Game (2 or more players ages 12-adult)

FANTASY GAMES

Games Workshop's Fantasy Games are specially designed to appeal to people looking for an introduction to the fantasy gaming hobby, and make great presents for your younger brother. Games Workshop fans will instantly recognise the plastic Citadel Miniatures from such games as Advanced Heroquest and Blood Bowl. In fact, you can use the models from these introductory games in any of the other Games Workshop hobby games.



SPACE FLEET

The Imperium of Man encompasses almost the entire galaxy, a glittering circle of stars nearly ninety thousand light years from run to run. For all its power, this mighty empire of untold billions of human beings is under constant threat from many hostile aliens. Fleets of powerful battlecruisers patrol the stars, warring with the alien ships they constantly encounter. Bristling with lasers, missile launchers and plasma cannon, an Imperial battlecruiser is a match for any vessel, even the sleek and powerful Eldar Wraithships that are their most common enemy.

Space Fleet contains 4 plastic Citadel Miniatures (2 Imperial Orkic Battleships and 2 Eldar Wraithships), 6-piece space map game board, He'n Computer, 6x6 Combat Display cards, Shield and Damage tokens, 4 dice and an easy to follow rules sheet.

0686 Boxed Game (2-4 players aged 8-adult)

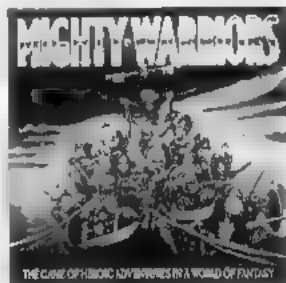
MIGHTY WARRIORS

Below the cities of humanity, underneath the deepest drains and sewers, Chaos Raimen, also known as Skaven, rule a world of caverns and tunnels. They bring plague, fire and death to the prosperous cities of mankind.

Mighty Warriors is a game for two to four players. You can play either the forces of Chaos or a band of Heroic adventurers as they clash in underground battles. Your task is to defeat your opponent by capturing his command room, before he can capture yours!

Mighty Warriors contains 36 plastic Citadel Miniatures (4 Heroes, 12 Henchmen and 20 Skaven), army lists, magic charts, floor plan board tiles, clip-together doors, 4 dice and an easy to follow rules sheet.

0688 Boxed Game (2-4 players aged 8-adult)



ULTRA MARINES

The Imperial Space Marine Scouts stalk through the dark and perilous corridors of the alien spacehulk. Each squad must be the first to retrieve the priceless alien artifacts and return them to their ship. In the heat of war, the Scouts cannot even count other Scouts as their friends. Their Chapter's honour depends upon finding the artifacts first. There is no time to ask for names or identification, and no one can be trusted.

Ultra Marines contains 20 plastic Citadel Miniatures (2 Space Marine Sergeants and 16 Space Marine Scouts), clip-together playing board, Imperial Scout data cards, Event cards, artifact counter, hellfire counters, 3 dice and an easy to follow rules sheet.

0691 Boxed Game (2-4 players aged 8-adult)



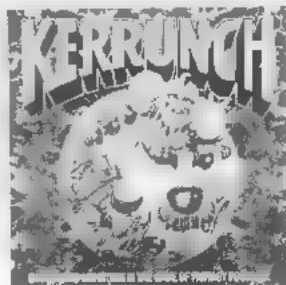
KERRUNCH

Kerrunch! The title says it all. This is the football game with a difference. Teams of heavily armoured Orcs, Dwarfs, Humans and Elves literally fight their way from one end of the pitch to the other to make those elusive Touchdowns.

The teams clash in a desperate bid to make it to the top of the league where they'll find everlasting fame and fortune. A combination of skilful play, luck and sheer brute strength make this the most exciting game of football you've seen in a long time.

Kerrunch contains 24 plastic Citadel Miniatures, plastic footballs, plastic score markers, Team Roster cards, 6-part playing pitch, dug-out, 3 dice and an easy to follow rules sheet.

0690 Boxed Game (2 players aged 8-adult)



WARHAMMER FANTASY ROLEPLAY

WARHAMMER FANTASY ROLEPLAY RULEBOOK

The Old World is a vast and fertile place filled with teeming cities. Elf haunted forests and lofty crags where Dwarfs battle with Goblins and their kin. But a shadow hangs over the world, cast by the dark, corrupting hand of Chaos. From the pirate-ridden coast of south Tlca to the fortified villages of the barbaric East, a few heroes strive to hold back the endless tide of Chaos spilling from the North. But Chaos also gnaws from within, and its hidden servants work to bring the world to its knees before the Dark Gods

Warhammer Fantasy Roleplay is a sophisticated open format game without a conventional board. The game is fully compatible with the huge range of Citadel and Marauder Miniatures. The actions and events take place in the imagination of the players and Gamesmaster. Players adopt the roles of valiant heroes in search of adventure, fighting marauding Orcs and Goblins, and seeking to stem the insidious encroachments of Chaos. The Gamesmaster sets the scene for the players and directs the actions of the Old World's colourful inhabitants.

0020 Softback Rulebook (364 pages 2 or more players aged 14 to adult)



THE ENEMY WITHIN CAMPAIGN



The Enemy Within Campaign is an epic extended adventure, comprising Warhammer Adventure, Warhammer City of Chaos, The Restless Dead, Something Rotten in Kislev and Empire in Flames. Each volume is completely self-contained - you don't need to own the early books to be able to play and enjoy the later adventures.

Warhammer Adventure is all you need to start playing Warhammer Fantasy Roleplay in the Old World. It contains three adventures, launching an epic campaign against the forces of Chaos. It also includes handouts, a large full colour poster map of the Western Empire backed with a colour map of the town of Bogenhafen, a rules supplement about river travel and a large Castle plan and area map.

0038 Softback Supplement (224 pages)



Warhammer City of Chaos contains both a detailed guide to Middenheim, the greatest of the Empire's City States, and an exciting adventure set in the city. This book comes complete with maps, a 20 page pull-out section containing player handouts and character reference notes, and a large full colour map of the City.

0039 Softback Supplement (210 pages)



The Restless Dead includes 24 pages of new combat rules, spells and magic items. It provides a set of seven mini-adventures which can be played as one-offs or linked together into a self-contained campaign. It also includes The Grapes of Wrath, a scenarion linking Warhammer Adventure and City of Chaos.

0026 Hardback Supplement/Rulebook (104 pages)

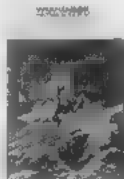


Something Rotten in Kislev contains background information on the nation of Kislev and three complete roleplaying adventures, with a colour floorplan and numerous player handouts.

0028 Hardback Supplement (144 pages)

Empire in Flames is the concluding part of the Enemy Within Campaign. The Empire is torn by internal strife, civil war looms, and a symbol of unity must be found before the forces of Chaos triumph forever.

0030 Hardback Supplement (152 pages)



FLAME PUBLICATIONS

Flame Publications publish a range of adventure books, rules expansions and source packs for Warhammer Fantasy Roleplay. From exploration in the underground depths of ruined Dwarf halls to battle against armies of Skeletons, from intrigue in the twisting streets of Marienburg to dark sorcery in mountain fortresses, from advanced game rules to new spells and artifacts.

THE DOOMSTONES CAMPAIGN

The Doomstones Campaign is an epic extended adventure, comprising four books. Each volume is completely self-contained – you don't need to own early books to be able to play and enjoy the later adventures.



Fire in the Mountains: The Yetzin Valley stands at the southern end of a vital pass over the Vaults Mountains. A hundred years ago, the valley was conquered by the Orcs of the Bloodaxe Alliance – theirs, however, was a brief and bloody reign, and is now all but forgotten. A chance discovery in the mountains puts the adventurers on the trail of the Alliance, retracing the last journey of the warrior priest Torgoch. His path leads the adventurers towards the fabled Crystal of Fire.

0016 Softback Adventure Supplement (104 pages)

Blood in Darkness: The century-old path of a renegade Orc war chief leads through the foothills of the Vaults Mountains to the relics of a mighty, ancient Dwarven shrine and a second crystal of power. Finding the shrine is just the beginning – they and the age-old Dwarven defences and the tunnels' current dwellers. Blood in Darkness mixes investigation and combat to present Warhammer Fantasy Roleplay adventurers with a constant challenge.

0017 Softback Adventure Supplement (80 pages)

Death Rock: The Orcs of the Bloodaxe Alliance once again threaten the Yetzin Valley. Their target is the great monastery of Eyre, standing high on a pinnacle of rock above the Winter's Teeth Pass. A century ago it was to Eyre that the Dwarf Mage Yazaran fled with the fabled Crystal of Air. Now the adventurers must reach the monastery and find the Crystal before the Orc army, driven on by its sorcerous master, attacks. And to succeed, they must first solve the puzzle that Yazaran left behind.

0018 Softback Adventure Supplement (80 pages)

Dwarf Wars: A lost Dwarfhold has been found: Kadar Graving, Hold of legendary Hagrîm, a Dwarf-King without equal. To the Dwarfs there is no greater symbol of rulership than Hagrîm's Crown. But finding the crown won't be easy. Large parts of the Hold are in ruins and the Royal Tombs are ringed by deadly traps. Whoever reaches the Hold first can be sure the enemy is not far behind.

0019 Softback Adventure Supplement (104 pages)

WARHAMMER COMPANION

A rare mixture of diverse materials for GMs and players of Warhammer Fantasy Roleplay. Contains four complete adventures, plus articles presenting new character careers, spells, magical items and advanced rules, and a special section devoted to Jack Yeovil's Warhammer novel, *Drachenfels*.

0035 Softback Rulebook/Adventure Supplement (96 pages)

LICHEMASTER

Fifteen years have passed since the necromancer Heinrich Kemmler was trapped and defeated. But his evil is about to begin anew. High in the Grey Mountains, an Undead army masses among the peaks. How can they be stopped?

Lichemaster is a mini-campaign for Warhammer Fantasy Roleplay that sees the adventurers trying to stop the terrible armies of the dead.

0003 Softback Adventure Supplement (104 pages)



DEATH'S DARK SHADOW

The village of Kreuzhofen stands at the convergence of the great mountain passes leading to Bretonia and the Border Princes. Groups of young adventurers travel through here by river, forest trail or mountain pass. The villagers seem content, but behind shuttered windows lurk dark secrets.

Death's Dark Shadow is a thrilling adventure for Warhammer Fantasy Roleplay that pits the adventurers against all manner of strange people and problems.

0037 Softback Adventure Supplement (128 pages)

TALISMAN



Talisman is the best selling fantasy boardgame in the world. It is played in a mythical world of Dragons and sorcery. As a Warrior, Wizard, Priest, Samurai, or one of a dozen other characters, each with their own special abilities and powers, you set off on a Quest to find the Crown of Command.

The journey will be filled with danger – monsters, traps and evil beings are waiting to defeat your Characters. With skill and luck you will survive to find the greatest treasure of them all, the Crown of Command. Only then will victory be yours.

The original Talisman game is all you need to start your Quest for the Crown of Command. Its contents include a full colour board depicting the Kingdom that is the setting for your adventures, 14 characters and over 100 adventure cards detailing the monsters, treasures and strangers you meet on your travels. It is supported by a full range of boxed supplements, many of which include new boards to expand your adventures beyond the Kingdom and which link to the main board. They take you right across the land – into the heart of the Talisman City, deep underground into the Talisman Dungeon, or even into the Talisman Timescape where you travel through time and space.

0206 Boxed Game (2-6 players aged 9-adult)

TALISMAN EXPANSION

The Talisman Expansion set contains new characters, spells, events, followers and objects to expand the options available to your characters in their Quest.

0207 Boxed Supplement
(Talisman is required to use the contents of this box)

TALISMAN ADVENTURE

Talisman Adventure introduces 5 new endings for the game. Instead of the Crown you may find the Demon Lord, Pandora's Box, the Dragon King, Hercules' Belt, or even the Black Void. This set also contains over 60 new adventure cards, as well as 6 character sheets to keep track of your possessions.

0208 Boxed Supplement
(Talisman is required to use the contents of this box)

TALISMAN DUNGEON

Talisman Dungeon takes your adventure into the realms of the underworld. The box contains a new board, 36 dungeon adventure cards, plus 14 new characters who wish to take part in the quest.

0209 Boxed Supplement
(Talisman is required to use the contents of this box)

TALISMAN TIMESCAPE

Talisman Timescape flings the characters through space and time in search of the Crown of Command. Talisman Timescape contains a new board, 40 Timescape encounter cards, 12 purchase cards, plus 8 new characters including a Space Marine and Chainsaw Warrior.

0210 Boxed Supplement
(Talisman is required to use the contents of this box)

TALISMAN CITY

Talisman City takes your characters into the bustling centre of the Talisman world. Talisman City contains a new board, dozens of new adventure cards, spells and objects, plus rules for new careers for your characters.

0212 Boxed Supplement
(Talisman is required to use the contents of this box)



DUNGEONQUEST



Dare you face the Dragon's challenge?

The eerie ruins of Dragonfire Castle, standing atop the sinister peak of Wym's Crag, were abandoned long ago. Memories of the vile deeds of the wizard T'Sivamen have faded like a half remembered nightmare. But far beneath the castle's shattered stones, nameless horrors still prowl the gloomy dungeons while a terrifying shadow stirs in sleep.

Dungeonquest is a thrilling fantasy game for 1-4 players. Riches, fame and glory await the hero who overcomes the dungeon's monstrous inhabitants and finds the Dragon's fabled hoard. But beware the setting of the sun, for if nightfall finds you still within the dungeon's maze, there is no escape.

Dungeonquest includes 115 room tiles to map the castle's dungeon, 68 full colour counters, 174 cards depicting the dungeon's inhabitants, traps and treasures, 4 full-colour character sheets, 4 plastic Citadel Miniatures, plastic playing tokens, dice, and an easy to follow rulebook.

0232 Boxed Game (2-4 players aged 8-adult)

HEROES FOR DUNGEONQUEST

Inside Dragonfire Castle the Dragon was hungry. It has not eaten for some time. It seems that the adventurers are no longer brave enough to enter the castle's dungeons. What we need around here is some new blood.

Heroes for Dungeonquest is a metal miniatures based expansion set for Dungeonquest. Inside are 2 more foolhardy adventurers, ready to see if they can reap profit from a visit to the castle dungeons. They are:

Ironhand the Mighty – a resilient gladiator with all-round skills.

Thargrim the Dark Lord – a Chaos Warrior with the Helm of Terror and the ability to heal himself through meditation.

Ter Jima – a Ninja with deadly blowpipe and shuriken, heightened senses and the ability to hide in shadows.

Rildo the Crafty – a thief with the ability to open locked doors, to search rooms more effectively, and four throwing daggers.

Heiena the Swift – armed with a slingshot and capable of moving at twice the speed of her fellows.

Serena of Zimendel. Accompanied by her familiar Flame Bright, and equipped with her Sun Orb and Healing Salve.

Fyill Madaxe – the Dwarf berserker.

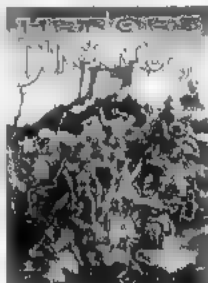
Azoth the Faceless – the sorcerer with 6 spells.

Plus Sir Roland, Vukas Swordsmaster, Seigfried Goldenhair and Farendil.

Heroes for Dungeonquest contains 2 metal Citadel Miniatures, character sheets for the new adventurers, 6 new combat cards, 6 special cards, 8 magic ring cards, 2 special equipment cards, plastic tokens and a ten-sided die.

0240 Boxed Supplement

Dungeonquest is required to use the contents of this box. Contains lead miniatures which may be harmful if chewed or swallowed. Not recommended for children under 14 years of age.)



DUNGEONQUEST CATACOMBS

A strange rumour is spreading through the land, drawing even more adventurers to explore the deadly dungeons under Dragonfire Castle. A rumour speaks of an ancient maze of dark, dank catacombs which run far beneath the dungeons themselves. For those brave enough to use them, the catacombs offer a short cut to the Dragon's Lair – but only if a way out can be found.

Dungeonquest Catacombs adds a new level of excitement to the Dungeonquest game. This expansion set includes full rules and components for venturing into the dread catacombs, as well as new traps, monsters, treasures and room tiles for you to encounter in the normal dungeon.

Dungeonquest Catacombs contains 32 catacomb cards, 5 entrance tiles, 4 direction counters, 11 Magic Amulet cards, 10 Snolling counters, 20 new room tiles, 2 new room cards, 12 new search cards, 2 new crypt cards, 2 new trap cards, 8 new treasure chamber counters, a rulebook and a ten-sided die.

0241 Boxed Supplement

(Dungeonquest is required to use the contents of this box)



PAINT SETS AND BRUSHES

Citadel paints and inks give you a wide variety of colours and shades specially chosen for painting Citadel's plastic and metal miniatures and kits. You can buy the paints separately to build up your collection and replace often used tones or in boxed sets which contain a full range of useful colours.

The paints are quick-drying, water-based acrylics that are non-toxic. You can easily mix Citadel paints and inks to create a vast range of tones for shading, highlighting and glazing your models. Used with Citadel's high-quality sable brushes, Citadel paints and inks are ideal for painting all your miniatures, from Chaos Warriors to Space Marines, from Blood Bowl teams to Epic scale Land Raiders, giant Titans to Skaven Warriors.



Citadel Colour Paint Set

Skull White
Chaos Black
Blood Red
Bronze Flesh
Woodland Green
Enchanted Blue
Sunburst Yellow
Mithril Silver
Shining Gold

0882 Paint Set

Creature Paint Set

Rotting Flesh
Goblin Green
Elf Grey
Worm Purple
Hobgoblin Orange
Orc Brown
Spearstaff Brown
Swamp Brown
Chimera

0883 Paint Set

Monster Paint Set

Braven Bronze
Fibrous Green
Ghoul Grey
Bestial Brown
Electric Blue
Red Gore
Imperial Purple
Moody Blue
Thrilling Pink

0884 Paint Set

Space Marine Paint Set

Boh Gun Metal
Salamander Green
Salamander Black
Ultramarine
Marine Dark Blue
Space Wolf Grey
Blue Grey
Blood Angel Orange
Terraclous
Painting Guide

0881 Paint Set

Ork and Eldar Paint Set

Tin Buz
Striking Scorpion Green
Bad Moon Yellow
Go Tasta Red
Ork Flesh
Snake-Bite Leather
Fire Dragon Crimson
Hawk Turquoise
Hatched Bone

0886 Paint Set

Expert Ink Set

Red Ink
Orange Ink
Yellow Ink
Green Ink
Blue Ink
Purple Ink
Brown Ink
Chestnut Ink
Black Ink

0885 Paint Set

PAINT SETS

Citadel Colour Paint Set

This set of paints contains all of the basic colours you will need to start painting your miniatures, including 2 high-quality metallic paints ideal for armour and weapons.

Creatures Paint Set

This set expands the number of colours available for toning more detailed paintwork. The set includes special colours such as Goblin Green and Rotting Flesh which are vital to your collection.

Monster Paint Set

These paints give you the chance to use advanced toning and highlighting techniques.

Space Marine Paint Set

This set is specially designed for painting Warhammer 40,000 Space Marine miniatures, and contains base and highlight colours and a painting guide for 4 of the greatest Space Marine Chapters.

Ork and Eldar Paint Set

Like the Space Marine Paint Set, this set is designed especially for Warhammer 40,000 miniatures. The colours in this are chosen to provide useful shades for painting your Ork and Eldar miniatures.

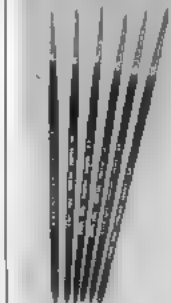
Expert Paint Set

The inks in the Expert set are ideal for shading and blending when mixed with Citadel Paints, or for washes and glazes on their own.

Smelly Primer

Smelly Primer is specially formulated for undercoating Citadel Miniatures, and provides an ideal base for the other paints.

BRUSHES



Citadel Brushes are specially designed for painting metal and plastic miniatures. They are made from high quality sable hair and come to a fine point for detailed painting.

Citadel Brushes come in a range of sizes from 000 for fine detail work, through the medium sizes used for shading and blending, up to size 3 for painting large areas.

GLUE

Citadel Glues are specially formulated to stick together metal and plastic models and kits.

Superglue is used to stick together metal miniatures and for attaching plastic components to metal miniatures.

Polystyrene Cement is used for plastic kits and miniatures. It is not suitable for metal models.

Citadel glues are harmful by inhalation, in contact with skin and if swallowed. Avoid contact with eyes. Keep out of reach of children.

GAMES WORKSHOP DICE

Games Workshop's range of dice are ideal for all of our games and come in a variety of colours. You can choose from two styles of basic numbered dice - inked or gem, or special scatter dice.

Inked dice are made of traditional opaque plastic, and have inked numerals that make them easy to read in the heat of battle.

Gem dice are, as their name suggests, made from transparent, tinted plastic. Like inked dice, they have easy-to-read numerals.

Games Workshop scatter dice are from the new Space Marine game, and are specially designed to determine how grenades scatter when they miss.

Inked Dice	Gem Dice
Inked D4	Gem D4
Inked D6	Gem D6
Inked D8	Gem D8
Inked D10	Gem D10
Inked D12	Gem D12
Inked D20 (D9 twice)	Gem D20 (D9 twice)
Inked D20 (1-20)	Gem D20 (1-20)



COMBAT CARDS

Citadel Combat Cards are a series of collectable card games and painting guides for a wide range of Citadel Miniatures. Each Combat Card has a full-colour photograph of one of Citadel's world-famous miniatures, painted by an expert miniature painter, plus all the information for a whole range of games you can play with the cards. Each pack comes with rules for the basic game, plus there's a different bonus advanced game in every pack!



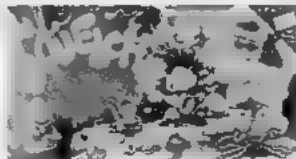
Combat Cards £551 (35 cards per pack, 2 or more players ages 8+ adult)

TROLL GAMES

Games Workshop Troll Games are especially designed for younger players, of ages 7 and up.

Each game also comes with a different Silly Songs Tape to sing along to as you play.

Squelch	£683
Oi, Dat's my Leg	£681
Trolls in the Pantry	£684
Hungry Troll and the Gobbo's	£682



WARHAMMER FANTASY NOVELS

Warhammer Fantasy Novels are set in the richly detailed Old World that is the background to all of our fantasy games. These carefully plotted and interwoven stories are true to the spirit and atmosphere of their setting and are subtly intermeshed so that the characters in one story often pop up in many others. Anyone who plays our games will recognise many of the places and people mentioned. Of course, even if you don't know anything about the Old World, the stories can still be read as exciting and thrilling adventures in their own right.



DRACHENFELS

By Jack Yeovil

Drachenfels is the story of Detlef Sierck, the Old World's greatest living playwright. When he decides to stage a play based upon the defeat of the evil sorcerer Drachenfels he doesn't expect that an echo of the power of the long-dead enchanter will make itself heard so loudly.

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IGNORANT ARMIES

8 fantasy short stories from William King, Brian Craig, Nicola Griffith, Jack Yeovil and others.

Gotrek the Trollslayer and his human companion Felix learn why the Night of Mysteries is so feared. And introducing Johann Van Mocklenberg, Baron and swordsman who ventures into the Chaos Wastes with his mentor, Vukotich.

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BEASTS IN VELVET

By Jack Yeovil

A beast is stalking the fog-bound streets of Altdorf. Is it a man? A woman? An unlikely creature of Chans? And can the beast's reign of bloody terror be ended before the Empire collapses in flames?

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8 fantasy short stories from William King, Brian Craig, Jack Yeovil and others.

Felix and Gotrek continue their adventures, journeying into the Border Princes. There's a prequel to Drachenfels and a first appearance for Sam Warble – Halfing Investigator on the trail of the Tilean Rat.

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RED THIRST

A collection of 6 fantasy short stories.

Jack Yeovil teams up Vukotich the Mercenary and Genevieve, the vampire heroine of Drachenfels.

William King tells another of Felix and Gotrek's adventures. And Steve Baxter reveals a second case from the files of Sam Warble.

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KONRAD

By David Ferring

Konrad's home village is destroyed by a marauding Chaos Warband. He joins forces with a mercenary called Wolf and travels north to Kislev to begin his epic quest for vengeance and the secret of his mysterious past.

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SHADOWBREED

By David Ferring

In the 2nd book in the Konrad trilogy it becomes more apparent that Konrad is linked to the obscure machinations of the Chaos Powers in ways he cannot understand. Meeting the wizard Litzereich, Konrad gets drawn into the plots of the Skaven Ratmen and finds himself fighting for his life.

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WARHAMMER FANTASY NOVELS



ZARAGOZ

By Brian Craig

The first in a series of linked novels, *Zaragoz* tells the story of the fate of the Estalian kingdom of that name. The hero and narrator of the story, Orfeo, becomes involved in political intrigue, the mysterious plans of the Chaos Powers, and uncovers a story of corruption and betrayal.

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PLAGUE DAEMON

By Brian Craig

The second of Orfeo's tales is set in the Border Princes and deals with the desperate struggles between Hermis Detz, a hardened veteran of the border guard, and the plague-bearing forces of Chaos which threaten to engulf and lay waste to his homeland.

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STORM WARRIORS

By Brian Craig

The last of Orfeo's tales shifts to Albion and the Isle of Morien. King Heria of Plenydd allows a band of ship-wrecked Elves to settle in his kingdom. Their malevolent nature slowly becomes apparent, and the king and his bard, Trystan, are forced to fight for their very lives.

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WARHAMMER 40,000 NOVELS

Warhammer 40,000 novels are set in the nightmare future of the 41st millennium. The universe is a hostile place, and the galaxy-spanning Imperium of Man is under constant threat from all directions. There are alien forces that would enslave or destroy mankind if they could. Wars rage over airless planets, in the city-bottoms of hive-worlds and within the Imperium itself. From the dark regions of warp-space, chaotic entities spin webs to ensnare the weak and beguile the innocent. Only the superior psychic mind of the Emperor shields mankind from certain extinction.



DEATHWING

An anthology of 8 short stories from Ian Watson, William King, Storm Constantine and others.

Deathwing tells of the origins of the Terminator company of the Dark Angels.

Warped Stars is a story of the horrors of Daemonic possession, while *The Alien Beast Within* tells how Mel'Lindi – the svelte assassin heroine of *Inquisitor* – first acquires and tests one of her most awesome powers.

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INQUISITOR

Inquisitor takes us from the purging of the Genestealer-infested world of Stalinvast to a secret meeting aboard an uncharted spacehulk adrift in the warp, to the Eye of Terror, and even to the Emperor's throne. *Inquisitor* Jaq Draco must discover who's behind a plot that threatens the future of the Imperium and humanity itself.

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DARK FUTURE NOVELS

Warhammer Dark Future novels are set in the near future of an alternate universe. The US of A is in the final throes of the twentieth century. Climatic catastrophe has devastated the land. The economy, civilisation, and even the laws of nature are falling apart. Contrast the fortress city-states of the corporate-owned Policed Zones with the decaying wilderness prowled by the tribalistic gangcuits of the new millennium. North America is a sand-blasted battlefield between the gangcuits and a new breed of legalised killer - the Sanctioned Operative.



ROUTE 666

9 short stories of the ultimate in cybergoth fiction.

Introducing Kid Zero - the loneliest of lone wolves - and setting the stage for the showdown between Jazzbeaux Bonney and the immortal cult leader Nguyen Seth.

Also includes stories from William King, Neil Jones, Eugene Byrne and Neil McIntosh.

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GHOST DANCERS

By Brian Craig

Gen-Tech, one of the most powerful corporations, has lost a computer disk. A very valuable disk. And now everyone wants it.

It has fallen into the hands of Kid Zero and his companion, Lady Venom, a 6-foot rattlesnake. But the Kid doesn't want money or power. The Kid wants revenge...

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DEMON DOWNLOAD

By Jack Yeovil

Sister Chantal Juillerat, papal agent extraordinary, faces her greatest challenge. The nubile assassin is up against the powers of darkness - from within his fortress-temple, the immortal Nguyen Seth plots the apocalyptic climax to a conspiracy older than the human race.

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COMEBACK TOUR

By Jack Yeovil

It's 1998 and Elvis is alive. His musical career behind him, he's now the toughest Op in the south.

But can the King stop the evil madman Nguyen Seth from gaining control of the near-obsolete system of orbital weapons and destroying the earth?

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KROKODIL TEARS

By Jack Yeovil

Jessamyn Bonney, alias Jazzbeaux, alias Krokodil. Juvenile delinquent, cyborg killer, and now a pawn of an extra-dimensional entity beyond human understanding. A hard person to kill.

But Elder Nguyen Seth, plotting to bring about the Apocalypse, wants Jessamyn dead and is prepared to hire the most ruthless assassins money can buy.

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